**THE HUNT**

**Design Document**

**Version 1.0**



**Teams: Design Architecture**

**Design Data**

**Design UI/Theme**

**Stories and Sprint Planning**

**Revision History**

|  |  |  |  |
| --- | --- | --- | --- |
| Date  (MM/DD/YYYY) | Version | Description | Author |
| 9/16/20 | 1.0 | Introduction to Project | Yashwanth |
| 9/16/20 | 1.1 | Sequence Diagrams | Yashwanth |
| 9/18/20 | 1.2 | Test Cases | Yashwanth |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

**Tables of Content**

1. Introduction to Hunt Game
2. Entity Relationship Diagram (ERD)
3. Sequence Diagrams
4. Architecture Design Diagram
5. Class Diagram
6. Database Design
7. Interface Design
8. Test Cases

**1.Introduction to The Hunt Game**

The hunt is the game which is an outside, socially-distant game. Supports teamwork, while allowing players to remain safe, outside activity, Could be an engaging icebreaker for various student organizations.

The app would encourage players on a team to complete a 'quest' by encountering a specific set of locations. While playing, each player gets one active location from the set of locations in the quest. To score that location, the user must enter the geographic area.

When the competition starts:

* Each player on a team is randomly assigned one of the locations.
* The player the first clue for that location is displayed on the screen.
* The player begins moving.
* As they get within feet of the location, the background goes to warm color.
* As they get within feet of the location, the background goes to hot color.
* Once within the location, the app celebrates with display and sound & the player earns the location.
* If the first clue is not enough, the player can request another clue.

After scoring their location:

* The player will be invited to return to the starting location which will be shown in the map.
* The player will return to the start and wait for others to arrive.
* All teams scoring all locations earn 100% for the competition

This game is cooperative, not completive and a race to find the location and a race to return "home" provide the competitive aspects.

**Sequence Diagrams**

**Login Details**

ADMIN PLAYER

LOGIN INTERFACE

Application GUI

Database

Enter ID

Enter Verification

Password

Verified

Login Open Application GUI

**Player Registration**

PLAYER

Database

Registration GUI

Open Registration GUI

Opened

Save Player Details in Process

Database

Show Message Dialog

Saved

**ADD Quest Details**

PLAYER

Database

Enter Quest GUI

Open Quest GUI

Opened

Process

Enter Quest Details Add Quest Details

Show Message Dialog

Saved

**Create Team Details**

PLAYER

Database

Enter Team GUI

Open Create Team GUI

Opened

Process

Enter Team Info Create Team

Show Message Dialog

Saved

**Play Quest Details**

PLAYER

Database

Play Quest GUI

Play Quest GUI

Opened

Process

Access Player Location

Show Message Dialog

Saved

**Test Cases:**

|  |  |  |  |
| --- | --- | --- | --- |
| Steps | Action | System Response | Result |
| 1. | Operator Clicks login  Link | Login interface will displayed and operator will login into the system by providing ID and password. | Pass/Fail |
| 2. | Operator fills the  Login fields and clicks the login button | Login will be successful and user will enter into Application. If login  Details are invalid then system will display a message dialog displaying invalid | Pass/Fail |
| 3. | After adding the player into the team, it will show the player was added and they can start to play the quest as team. | After saving all the data application will show a message displaying successfully added. | Pass/Fail |
| 4. | When the number of quests were created, the quest names are same or different | One quest name should be different from another quest name. No two quests should match | Pass/Fail |
| 5. | When player is playing the quest, the locations are coming in the sequential way or differently | Locations should come sequential order and no in random | Pass/Fail |