FIT3077

Sprint 1

Table of Contents

Team Information

1. Project Summary

2. Professional Team Name and Professional Team Photo

Team Name:

Team Photo:

3. Team Members Information

Member 1
Name: Maliha Tariq
Student ID: 33473692
Contact No: +60 17 280 1450
Email address: mtar0012@student.monash.edu
Technical Strengths: Java, Python and CSS
Fun Fact:

Member 2
Name: Loo Li Shen
Student ID: 32619685
Email address: lloo0011@student.monash.edu
Technical Strengths: Java, Python
Fun Fact:

Member 3
Name: Khor Jia Wynn
Student ID: 33033919
Email address: jkho0044@student.monash.edu
Technical Strengths: Java, Python
Fun Fact:

Member 4
Name:
Student ID:
Email address:
Technical Strengths:
Fun Fact:

4. Team Schedule

5. Technology Stack and Justification

User Stories

- As a player, I want to be able to select cheat cards where the animal depicted matches the animal in my current position on the game board so that I can strategically move forward in the game

- As a player, I want the game to begin with my token positioned at the cave, and I should be able to make strategic moves to eventually return to the cave, achieving the objective of winning the game.

- As an admin, I want to implement a restriction to prevent players from double-flipping the same cheat cards during their turns to ensure fair gameplay.

- As an admin, I want to move the players' tokens backward to the original position if they are cheating.
- As an admin, I want to stop a player from moving its token when the token try to gain the position that is already occupied by another player's token.

- As an admin, I want to expel the player who has violated regulations more and equivalent 3 times.

- As an admin, I want to move the players' tokens backward to the same expected position as other users and flipping the cheat cards that misaligned the card that the token settles.

- As an admin, I want to restart the whole game if there is no cheat card in alignment with the round cards.

- As a player I want a unique coloured dragon to separate/differentiate my character from others

- As a player I want to be able to shuffle the deck and place them down in the centre.

- As a player, I want to be able to reveal another chit card after a successful move to potentially move again.

- As a player, I want my turn to end if the revealed chit card shows a different animal than my current space.

- As a game designer, I want to check if a player reaches their cave with an exact number of moves so that I can end the round and declare the winner.

- As a game designer, I want to track whether a square contains a dragon so that I can prevent other dragons from occupying the same square.

- As a game designer, I want to cover up all the dragon cards that were flipped at the end of a player's turn, to implement the memory component of the game.
- As a game designer, I want to implement the dragon pirate card which

Domain Model

Basic UI Design