

**Course: Object-Oriented Software Engineering**

Code : COMP3004B

**Progress Report Week 1**

By Team 45:

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**Presented to**

TA: Anselm Ogbunugafor

**Due date:**

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**Carleton University**

Computer science faculty

## **Member contribution breakdown**

### **Cody Browne (101009790):**

- 7 hours
- Became a contributor to the Git repository
- Drafted a list of required features and organized the features by priority
- Created test cases for the required features, as well as scenarios to test them

### **Robert:**

- 6 hours spent
- Organized initial meeting for discussion of project requirements
- Created game scenarios to cover as many test cases as possible
- Joined git repo

### **Wasil Abdulmajid (Jay) 101020115 :**

- 7 hours spent
- Installed IntelliJ, github read and learned about github, swing, javafx
- Went through the list card with Cody to describe the power of the foes, ally and possible situations as to how certain foes and ally react in events, tournaments and quests.
- Read through the forum, researched and investigated more about the game rules and certain situations.
- Created scenarios to test.
- Researched Deck implementation.
- Updated the report formatting.

### **Jeremy:**

- 6 hours spent.
- Created Git repository for the group and added other members as collaborators.
- Attended group meeting to discuss project and decide standards of practice (i.e. which IDE to use).
- Wrote README.txt and STYLEGUIDE.txt for our group to stay consistent in our code-writing.
- Installed IntelliJ after deciding it is the IDE we will be using and made sure all necessary plugins (Maven, Git, JavaFX) were installed and functioning.
- Went over cards and rules to understand game mechanics and added scenarios.

## **FEATURES**

### **Priority 1:**

- Basic GUI
- Decks of cards that can be shuffled and/or dealt: Adventure, Story, Rank

### **Priority 2:**

- Game for 3-4 players
- “Hot-seat” play
- Drawing cards from Adventure Deck and Story Deck

### **Priority 3:**

- Rigging cards for testing
- Ranks and Shields: Players win the game by reaching the Knight of the Round Table rank
- Events: Chivalrous Deed, Prosperity Throughout the Realm

### **Priority 4:**

- All Weapon cards - Increase battle points
- Battle point bonus based on rank
- Foe cards, including those with higher and lower battle points

### **Priority 5:**

- Quests: 2 and 3 stages, without tests
- Quests with Foes named on card

### **Priority 6:**

- Events: Court Called to Camelot, King’s Call to Arms, King’s Recognition, Plague, Pox, Queen’s Favor
- Quests: 4 and 5 stages, including those with Foes named on card, still without tests
- Tournaments: each tournament has a specific shield bonus given to the winner(s)
- Mordred’s special ability
- Allies: Sir Percival, Sir Gawain

### **Priority 7:**

- Allies: Sir Tristan, Queen Iseult, King Pellinore, King Arthur
- Amour cards - Battle points and free bids
- Tests with minimum bid (default 3 if none given)
- Test of the Questing Beast (minimum bid if on specific quest, else default 3)

### **Priority 8:**

- Allies: Queen Guinevere, Merlin, Sir Lancelot, Sir Galahad

**Priority 9:**

- Improve GUI quality
- 2-player game

## **SCENARIOS**

**Scenario 1:**

# Number of player:

- 4 Players

Cards in Player's Hands

- Player 1 cards: Mordred, Robber Knight, Dragon, Dagger, Horse, Sword
- Player 2 cards: Excalibur, Lance, Dagger, Amour
- Player 3 cards: Horse, Sword, Sword, Lance

Outcomes

Player 1 turn: Story card is Slay The Dragon (3)

Player 1 sets up Stages

Stages:

- Stage 1: Robber Knight
- Stage 2: Mordred with Dagger
- Stage 3: Dragon with Horse and Sword

Player 4 Declines the Quest, Players 2 and 3 accept

Player 2 is a Squire, Player 3 is a knight

(Both players end up winning the quest and receive 3 shields, Weapon types and amount played will be balanced to allow for this to happen)

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**Scenario 2:**

Scenario will be used to test No Win quest:

Will be Green knight quest

Will include Test of valour

will include ally: queen iseult, Tristan, Galahad, Gawain

# Number of players:

- 3 Players

Ranks:

- Player 1: Squire
- Player 2: Squire
- Player 3: Squire

Cards in Player's Hands:

- Player 1 cards: Test of valour, Green Knight, thieves, lance, dagger, sword
- Player 2 cards: Excalibur, Lance, Dagger, Amour, queen iseult, Tristan
- Player 3 cards: Horse, Sword, Sword, Lance, Galahad, Gawain
- Player 1's Turn: Story Card Green knight quest
- Player 1 sets up Stages

Stages:

- Stage 1: Thieves
- Stage 2: Test of valour
- Stage 3: Green knight with lance dagger and sword

Players 2, knight and 3, squire accept quest

Player 2 plays allies queen iseult, Tristan

Player 3 plays allies Galahad, Gawain

Both 2 and 3 get past thieves

Player 3 wins bid on test of valour, bidding a horse, sword and lance

Player 3 goes up against green knight and loses.

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### **Scenario 3:**

# Number of player:

- 3 Players

Ranks:

- Player 1: Champion Knight
- Player 2: Squire
- Player 3: Squire

Cards in play:

- Player 1: None
- Player 2: King Arthur
- Player 3: Queen Iseult

All three players have entered a tournament.

Play:

- Player 1's turn: Plays no cards
- Player 2's turn: Plays no cards
- Player 3's turn: Plays Dagger

Total Battle Points:

- Player 1: 20
- Player 2: 15
- Player 3: 10

Outcome: Player 1 wins the tournament.

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#### **Scenario 4:**

# Number of player:

- 3 Players
  
- Player 1: Champion Knight
- Player 2: Knight
- Player 3: Squire

Cards in play:

- Player 1: King Arthur
- Player 2: None
- Player 3: None

All three players have entered a tournament.

Play:

- Player 1's turn: Plays no cards
- Player 2's turn: Plays Amour, Sword cards
- Player 3's turn: Plays no cards

Total Battle Points:

- Player 1: 30
- Player 2: 30
- Player 3: 5

Outcome: Player 1 and Player 2 tie and must compete in a second round.

Second Round:

Player 2 must discard the Sword card

Play:

- Player 1's turn: Plays no cards
- Player 2's turn: Plays no cards

Total Battle Points:

- Player 1: 30
- Player 2: 20

Outcome: Player 1 wins the second round and the entire tournament

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### **Scenario 5:**

# Number of player:

- 3 Players

Rank:

- Player 1: Champion Knight
- Player 2: Knight
- Player 3: Squire

Cards in play:

- Player 1: King Arthur
- Player 2: None
- Player 3: None

All three players have entered a tournament.

Round one:

Play's:

- Player 1's turn: Plays no cards
- Player 2's turn: Plays Amour, Sword cards
- Player 3's turn: Plays no cards

Total Battle Points:

- Player 1: 30
- Player 2: 30
- Player 3: 5

Outcome: Player 1 and Player 2 tie and must compete in a second round.

Second Round:

- Player 2 must discard the Sword card

Play:

- Player 1's turn: Plays no cards

- Player 2's turn: Plays the Horse card

Total Battle Points:

- Player 1: 30
- Player 2: 30

Outcome: Player 1 and Player 2 both win the tournament

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### **Scenario 6:**

# Number of player:

- 3 Players

Shields:

- Player 1: 4
- Player 2: 2
- Player 3: 0

Player 1 draws the Pox card.

Outcome: Player 2 loses a shield and is left with 1. Player 3 has no shields, and therefore does not lose any.

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### **Scenario 7:**

# Number of player:

- 3 Players

Shields:

- Player 1: 1
- Player 2: 3
- Player 3: 3

Player 1 draws the Plague card.

Outcome: Player 1 should lose 2 shields, but only has 1, so the single shield is lost.

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### **Scenario 8:**

# Number of player:

- 3 Players

Cards in play:



- Player 1: Sir Tristan
- Player 2: Sir Lancelot, Merlin
- Player 3: None

Player 1 draws the Court Called to Camelot card.

Outcome: Player 1 and Player 2 discard all allies. Player 3 has no allies and therefore does not discard any.

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**Scenario 9:**

# Number of player:

- 3 Players

Cards in hand:

- Player 1: 11
- Player 2: 10
- Player 3: 9

Player 1 draws the Prosperity Throughout the Realm card.

Outcome: All players draw 2 cards from the Adventure Deck. Player 1 now has 13 cards, and plays the Queen Iseult card to bring the number of cards in hand down to 12.

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**Scenario 10:**

# Number of player:

- 3 Players

Rank:

- Player 1: Champion Knight, 2 shields
- Player 2: Knight, 1 shield
- Player 3: Knight, 2 shields

Player 1 draws the Chivalrous Deed card.

Outcome: Player 2 receives 3 shields.

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**Scenario 11:**

# Number of player:

- 3 Players

Rank:

- Player 1: Champion Knight, 2 shields
- Player 2: Knight, 1 shield
- Player 3: Knight, 1 shield

Player 1 draws the Chivalrous Deed card.

Outcome: Player 2 and Player 3 receive 3 shields.

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**Scenario 12:**

# Number of player:

- 3 Players

Ranks:

- Player 1: Knight
- Player 2: Knight
- Player 3: Squire

Player 1 draws the King's Call to Arms card.

Outcome: Player 1 discards the Sword card, and Player 2 discards the Lance card.

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**Scenario 13:**

# Number of player:

- 3 Players

Ranks:

- Player 1: Knight
- Player 2: Squire
- Player 3: Squire

Player 1 draws the King's Call to Arms card.

Outcome: Player 1 has no Weapon cards, and only has one Foe card, so Player 1 discards the Thieves card.

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**Scenario 14:**

# Number of player:

- 3 Players

Ranks:

- Player 1: Knight
- Player 2: Squire
- Player 3: Squire

Cards in hand:

- Player 1: 12
- Player 2: 12
- Player 3: 10

Player 1 draws the Queen's Favor card.

Outcome: Player 2 and Player 3 draw 2 Adventure cards. Player 2 now has 14 cards, and discards 2 cards to remain at 12.

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### **Scenario 15 (Mordred kills ally):**

# Number of player:

- 3 Players

Player 1 draw a tournament card : All three players have entered a tournament.

Ranks:

- Player 1: Champion Knight
- Player 2: Knight
- Player 3: Knight

Plays:

- Player 1's turn: Plays no cards
- Player 2's turn: Play Mordred with his rank card (against player 3)
- Player 3's turn: Play his rank card with King Arthur

Total Battle Points:

- Player 1: 20
- Player 2: 10
- Player 3: 10 (ally neutralized by Mordred)

Outcome: Player 1 wins the tournament.

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### **Scenario 16 (Sir Tristan and Queen Iseult interaction):**

# Number of player:

- 3 Players

Player 1 draw a tournament card : All three players have entered a tournament.

Ranks:

- Player 1: Champion Knight
- Player 2: Knight
- Player 3: Knight

Plays:

- Player 1's turn: Sir Tristan
- Player 2's turn: Sir Tristan and Queen Iseult
- Player 3's turn: Sir Lancelot

Total Battle Points:

- Player 1: 40 (Benefit when Queen Iseult is in play)
- Player 2: 30 (Benefit when Queen Iseult is in play)
- Player 3: 25

Outcome: Player 1 wins the tournament.

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### **Scenario 17 (Sir Tristan and Queen Iseult interaction part II):**

# Number of player:

- 3 Players

Player 1 draw a quest card with 3 stage: All three players have enter the quest.

Ranks:

- Player 1: Champion Knight
- Player 2: Knight
- Player 3: Knight

Plays:

- Player 1's turn: Sir Tristan
- Player 2's turn: Sir Tristan and Queen Iseult
- Player 3's turn: Sir Lancelot

All player progress to stage II : Then test card is shown:

Plays:

- Player 1's turn: 6 bids
- Player 2's turn: 9 bids (but really lose 5 since Queen Iseult was played)
- Player 3's turn: 5 bids

Outcome: Player 1 wins the test and continue.

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### **Scenario 18 (Ally card played):**

# Number of player:

- 3 Players

Player 1 draw a tournament card : All three players have entered a tournament.

Ranks:

- Player 1: Champion Knight
- Player 2: Knight
- Player 3: Knight

Plays:

- Player 1's turn: Plays no cards
- Player 2's turn: Play Robber Knight with his rank card (against player 3)
- Player 3's turn: Play his rank card with Sir Galahad (ally with +15)

Total Battle Points:

- Player 1: 20
- Player 2: 10
- Player 3: 25 (+15 bonus from Sir Galahad)

Outcome: Player 3 wins the tournament.

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**Plan for next week report:**

- Meet, research and design classes for basic feature and GUI

**Closing statement:**

- **This week our team has NO issues to report in terms of participation, contributions, distribution of work.**