The Learning Triangle

Date	Version	Description	Author
31.10.2016	1.0	First set up	LearningTriangleTeam
14.11.1016	1.1	Added Feature File	LearningTriangleTeam
27.11.2016	1.2	Changed Activity Diagram	LearningTriangleTeam

1.   Set game rules

1.1   Brief Description

The game rules should specify how creatures in the world are interact with their environment. There are some specific fields that have a strong impact on creatures behavior and stats.
You can look at the specific fields in the Software Requirement Specification at "Generation of different Overworlds using seeds.
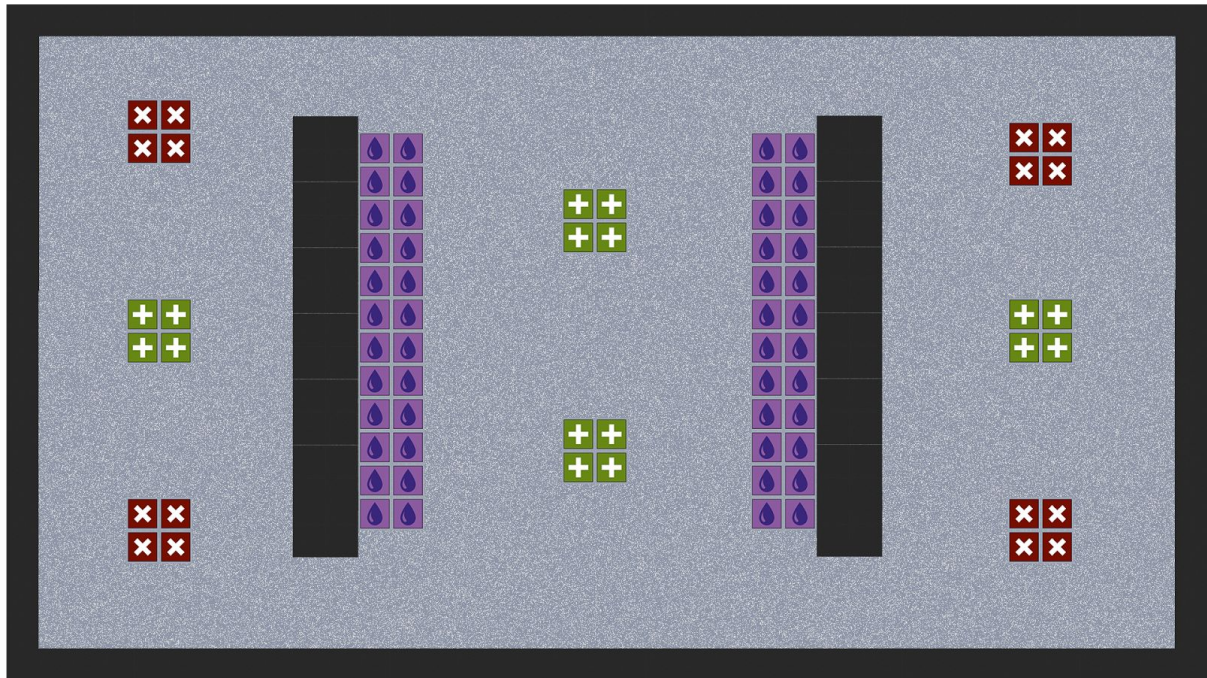
2.   Flow of Events

2.1   Basic Flow

Activity diagram:
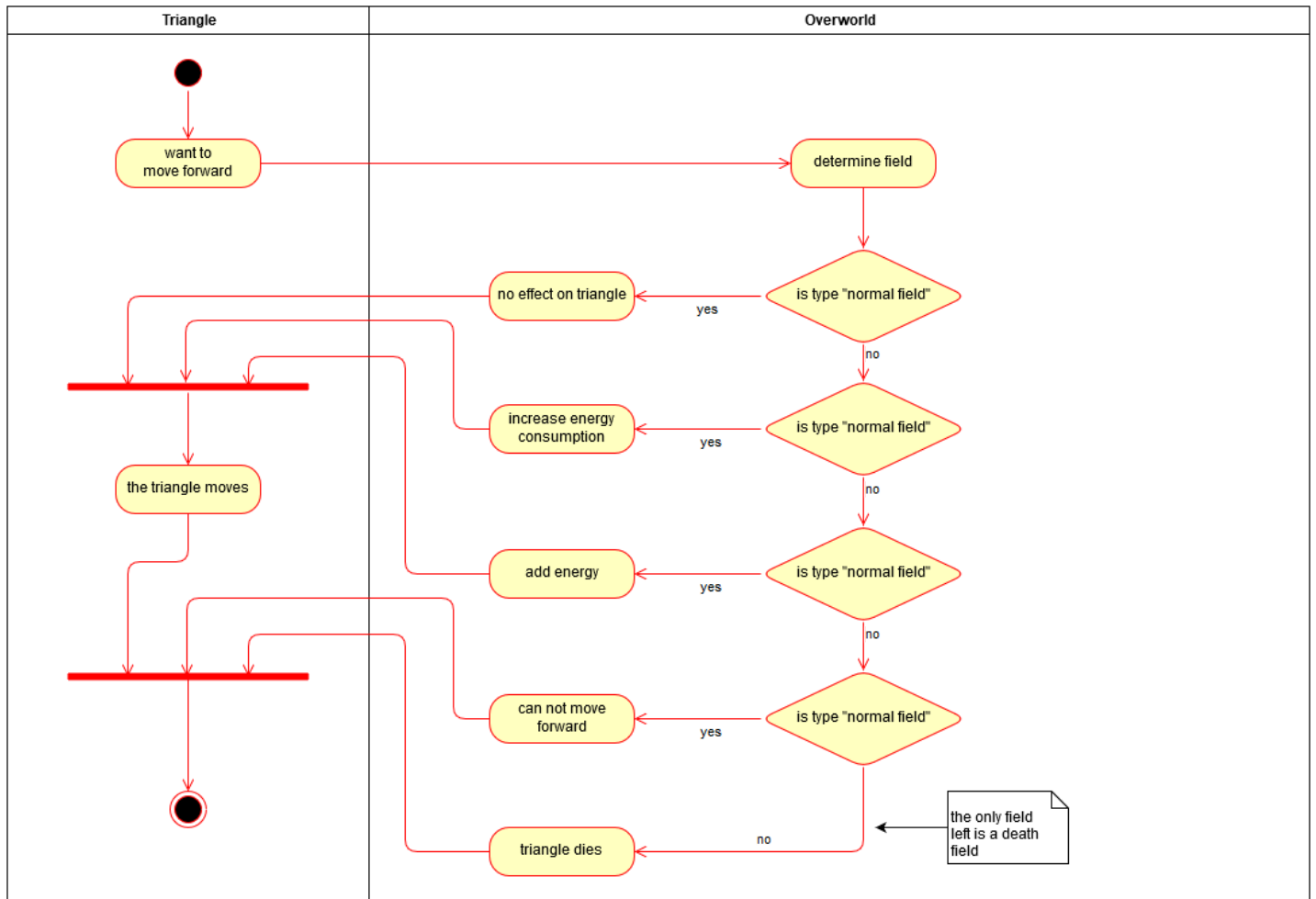
Mockup:

This picture shows a possible game map and isn't final. Also our world will be randomly generated, so you can't show a "final" version. The following list shows the different fields in our world.

 → **Normal field**, nothing happens to the triangle

 → **Energy field**, increases the energy

 → **Death field**, kills the triangle

 → **Poison field**, increases the energy consumption

 → **Wall field**, the triangle can't move over this field

Feature File:

Feature: Game rules
   In order to set the game rules
As a triangle
I want to define the events for the different types of fields in the overworld

Scenario: Normal Field
   Given I want to move in any direction
   When I would move on a normal field
   Then I move forward

Scenario: Poison Field
   Given I want to move in any direction
   When I would move on a poison field
   Then I move forward
   And my energy consumption becomes higher

Scenario: Energy Field
   Given I want to move in any direction
   When I would move on an energy field
   Then I move forward
   And my energy becomes higher

Scenario: Wall Field
   Given I want to move in any direction
   When I would move on a poison field
   Then I don't move forward

Scenario: Death Field
   Given I want to move in any direction
   When I would move on a death field
   Then I don't move forward
   And I die

3.   Special Requirements

n/a

4. Preconditions

One important thing is the start of the game. Also triangles have to exist in the world. After that the AI must be possible to control the game.

5. Postconditions

After one move, different things could happen to the triangle. Several effects could influence the triangle now, depending on the field. That can lead into the death of the triangle. While the triangle is living, the next move can be started.

6. Extension Points

n/a