CMPT 370 Executive Summary for Battle Bots

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This report provides an overview, fundamental, future versions and some diagrams of Battle Bots. Battle Bots is written by Makenzie Power, Haotian Ma, Ryan Tetland, Will Revell and Mitchel Kovacs for the computer science class: Intermediate Software Engineering.

First in the overview section, we talk about how the game is going to operate and win & lose conditions. Explain each individual robot has different characteristics to allow the players to create strategies against the other players or computers depends on how the game being set up. Lastly in the overview we list out all the soft wares we are going to use in order to complete BattleBots

Secondly, in the fundamental section we discuss the what we must have for the basic functions and structures to operate BattleBots properly and following the rules permanently, if the user having trouble understanding the game, on the first user interface there will be a rule button to help the user.

We know that just have BattleBots running properly will not be good enough for attracting the players, so on the top of our basic structures we plan to add more animation, sound effects and more advanced AI to satisfy the user’s visually and

auditory pleasure.

Lastly, we also provide 4 sequence diagrams and 6 GUI interfaces. The sequence diagrams show the step by stop process through several important primary actions: team selection, a robot’s turn, game initiation and game run through display. The 6 GUI interfaces give the reader a visual representation of the start page, rules page, game options page, team selection page, game interface, result page and the statistics page.