Final Project Game Details

Fill in this document with your partner. The diagrams may be drawn by hand

if done neatly

1. Team Member Names: Dylan Kirk, Aaron Knestaut

2. Game Title: Not Sorry

3. Describe your Game:

If not an original game – describe how your game differs from the original game: It’s sorry with additional NPC pieces as well as different card effects

4. Describe how the additional two types of GamePieces will be used in your game: The NPC pieces will be additional game pieces that trigger an special effect if the player lands on them. They also move around the board

5. Describe how you will use a random aspect: At the start of a player’s turn, a random card effect will be drawn from an array of possible ones

6. Describe the location on board that has different behavior: There will be Zoom spaces that move your piece ahead a couple spaces

7. Scoring rules: A player’s score goes up by one when a piece reaches Home.

8. Objective - When does someone win?: When they have four points (all the pieces are home)

9. Classes for Game – list of class names: Deck, PlayerPiece, NpcPiece

10. UML diagram of fields and relationship between classes: uploaded separately

11. Valid actions that can be made in the game – (at least 2 types): on your turn, you can choose to either draw a card and move one of your pieces or roll a D8 to move one of the NPC pieces.

12. Draw a memory diagram as discussed in lecture for your game in its beginning state, mid-

state, and end state: uploaded separately