

# CSE 111 Fall 2024: Project Checkpoint 1

## Title of Project

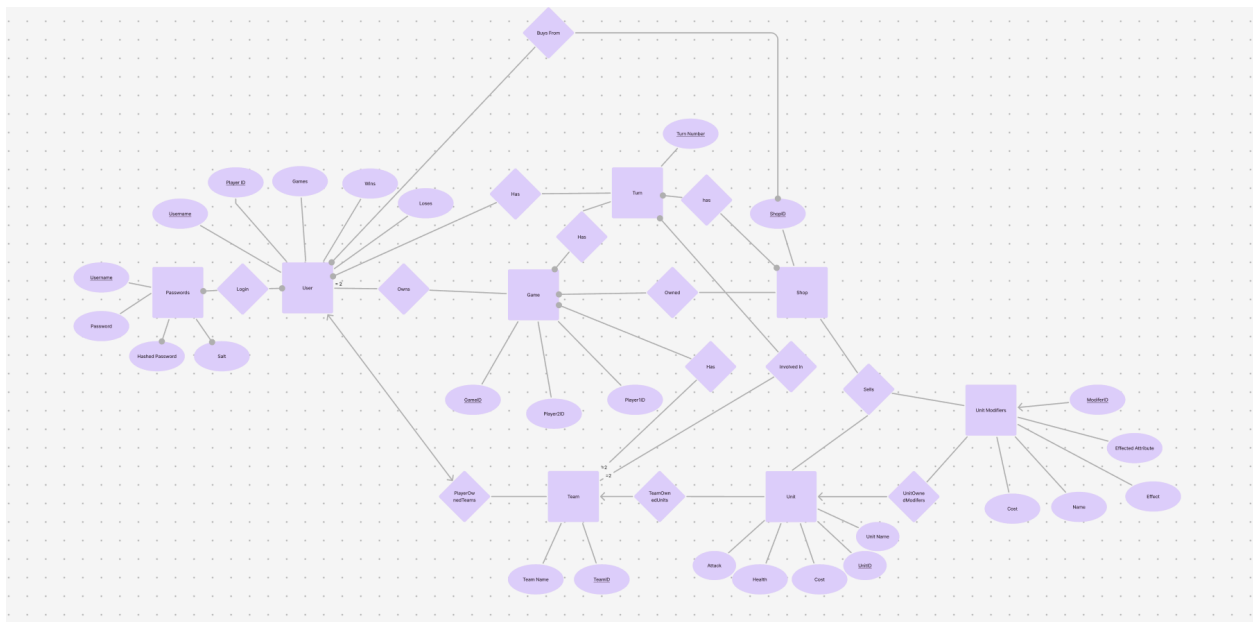
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## Synopsis

A turn based auto battler where users put their teams into a pool and fight against stronger teams each turn, working towards achieving 10 wins to win the game, or 3 losses meaning that their run is out. Players can purchase their units from a randomly generated shop each turn using gold that they earn each turn.

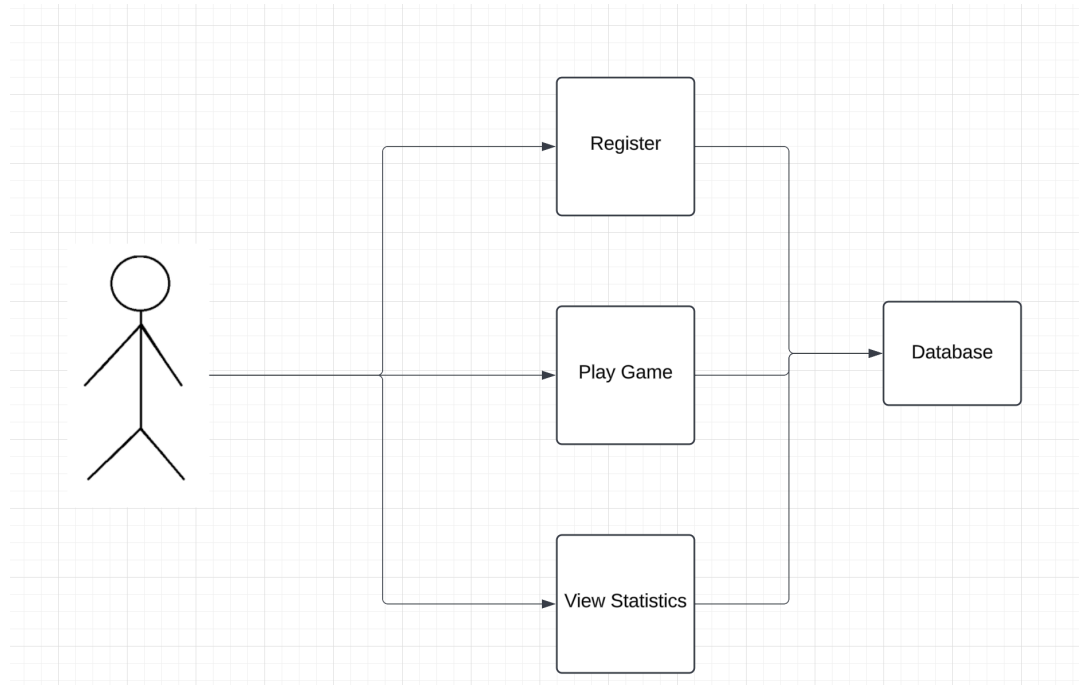
## ER Diagram

[ER Diagram](#)



# UML Use Case Diagram

## [UML Diagram](#)



### **Project Requirements:**

- Requires an sql database
- Minimally this will be a game played in the terminal through text based input
- It would be best if this could be played online, but this depends on time constraints

### **Use case explanation:**

- In this use case, users login or create an account if they dont have one.
- Once playing the game, they can view a settings page, or a statistics page, or join the queue to play a game.
- From there the users buy units and unit modifiers, playing until they get 5 wins or 3 losses, at which they win or lose.