

Scenarios for AI Player

Move Robot

-English Description

-For the player to move their robot it must be their teams turn to move and that specific robots turn to move, their robots must still be alive, their robot must be able to move in the desired direction (not trying to move off the board), the space the player wants to move to must be within range of the robot's movement. If all preconditions are satisfied, then the robot moves to the clicked space.

-Preconditions:

- It is that robots turn to move

- The robot is alive

-Flow of events:

- Player clicks on space they want to have their robot move to.

- Robot moves to that space.

-Post condition:

- The robot has moved to the chosen space

-Error Conditions:

- Player clicks on a space not in the direction the robot is facing.

- Pop up displaying error message

- Player does not have enough move points

- pop up displaying error message

- Player chooses to try and move off the board

- pop up displaying error message

Shoot Robot

-English Description:

-For the player to have their robot shoot another robot it must be their teams turn to move and that specific robots turn to move, their robots must still be alive, their robot must be facing the enemy robot and the enemy robot must be in range. If all preconditions are satisfied, then the player robot shoots the enemy robot which will and it is damaged.

-Preconditions:

- It is that robots turn to move

- The robot is alive

-Flow of Events:

- Player clicks on space to shoot.

- Anything on that space is damaged according to the type of robot it is.

-Post condition:

- Any robot on the space has the attacking robots attack power subtracted from its health.

Error Conditions:

- Player clicks on a space not in the direction the robot is facing.

 - Pop up displaying error message

- Player has already shot once on this round and cannot shoot again

 - pop up displaying error message

- Player has tried to shoot further than the range capable of the robot.

 - pop up displaying error message.

- Player chooses to try and shoot off the board

 - pop up displaying error message