

Scenarios for Robot Library

Register:

-English Description:

-Each robot used in the game must be registered to the robot library. Snipers, Tanks, and Scouts are chosen to register and must be given a name, if that name is not taken, it will be added to the library with blank statistics.

-Preconditions:

-Flow of Events:

-Click the button “Register Robot” on the Mange Robots GUI.

-Select the radio box “Scout”, “Sniper”, or “Tank” for which robot you intend to register.

-Type the name you would like to call the robot.

-Click “Ok”.

Post conditions:

-A robot of that type and name has been added to the robot library with blank statistics.

-Error Conditions:

-The name entered is already in use:

-Display an error message stating the name is taken and to try a different one.

Retire:

-English Description:

-Select a robot from the list of robots in the library you wish to retire. This will remove the robot from the library so you are able to register a different robot with that name.

-Flow of Events:

- Click the button “Retire Robot” on the Mange Robots GUI.

-Given the list of robots that are registered, select the one you want to remove.

- confirm your choice.

- Post Conditions:

- The selected robot is removed from the library

Revise:

- English Description:

- At any point in time the user is able to change the AI configuration of a robot in the robot library. They must select from a list which robot they want to revise and then select from a list which AI type they want to assign to that robot. Some examples of AI types include: “Aggressive, passive, sneaky, simple.”

- Preconditions:

- Flow of Events:

- Click the button “Retire Robot” on the Mange Robots GUI.

- Click field under “Robot” to choose from a list of robots in the library you wish to revise.

- Click the field under “AI options” to choose from a list of AI types available.

- Click the button “Ok”

- Post Conditions:

- The robot’s AI code has been updated to the chosen description.

Enumerate:

- English Description:

- This will display all the robots in the robot library as well as their statistics. This list can be sorted by: Team, Name, Wins, Matches played, or Win/Loss ratio.

- Flow of Events:

- Click the button “Display Robots” on the Mange Robots GUI.

- Sort the list in the manner you want by the given radio boxes.

- Scroll up and down on the given list of robots.

- Exit from the list.

Update Statistics:

-English Description:

-At the end of every game, each robot that played will have their individual statistics changed to accommodate the latest game. It will update the robot's individual results (whether it died or survived), the team results (won or lost), damage inflicted and taken, distance travelled, and shots fired.

-Pre Conditions:

-A game has been completed and a winner determined.

-Flow of Events:

-Each robot name that played in the game will be sought out in the robot library.

-The running stats taken during the game will be added to the robot's stats in the library.

-Each team name that played will be sought out in the robot library.

-The running stats taken during the game will be added to the team's stats in the library.

-Post Conditions:

-The statistics for all the robots as well as the teams will be updated.

Download:

English Description:

-When a robot is being used as an AI robot, its record will be downloaded so our AI simulator can run it accordingly.

Flow of Events:

-Robot is selected from list of robots as an AI.

-File containing the robot's AI type is given to the Game Initializer.

Post Conditions:

-AI robot is moving, shooting, and turning, in accordance to its AI type.

