

Scenarios for Game Watcher

Display Game:

-English Description:

-The game board as well as team's robots are to be displayed for the players to interact with in accordance to the game rules

-Preconditions:

-The action "Setup Number and Types of Teams" has been completed.

-Flow of Events:

-The game board is shown.

-Any robots within the current robots range of sight is shown.

-Post conditions:

-Alternative paths:

Determine Winner:

English Description:

-Should the game reach a point where only one team's robots are left standing, a winner will be declared and shown.

-Preconditions:

-A robot "died".

-Flow of Events

-Is there only one team's robots left?

-Display a winner dialog box showing which team has won.

-End the game.

-Post conditions:

-The game is back at the Main Menu.

-Alternative Paths:

-Before the 2nd step, there are more than one team's robot's left

- Do not display anything.

- Post Conditions:

- The game is continuing.

Restrict Turns:

- Precondition:

- It is a team's turn to play.

- Flow of Events:

- Depending on the round, the corresponding robot is used.

- No other team can move/shoot while it is a different teams turn to play

- Once the team has finished moving and/or shooting, the next team is given the capabilities to move.

- Every other team is once again restricted in their ability to move/shoot.

- Post Conditions:

- No two robots are moving or able to move at the same time in any given round or turn.

- Alternative paths:

- Before step 2, the corresponding robot to the round is dead

- The next robot in the cycle is given the ability to move/shoot instead

- Instead of step 3, the team decided to quit.

- All team's robots are destroyed.

- Game continues without team