Meilenstein 2

Link zu Meilenstein 1:

https://docs.google.com/document/d/1S2VEYUkoHVhLLhbMDiZRfaOp_ghFiaH5ayg3UHfmnbE/edit?usp=sharing Link zu den Aufgaben:

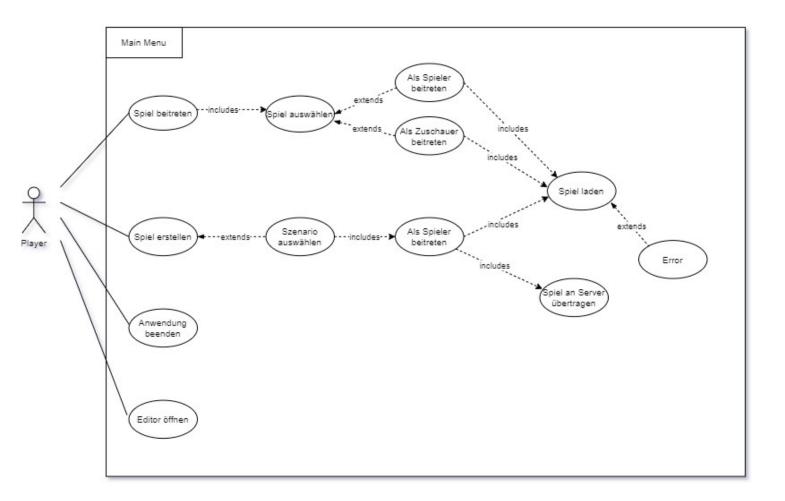
https://moodle.uni-ulm.de/pluginfile.php/429275/mod_resource/content/5/meilenstein2.pdf Link zum Lastenheft:

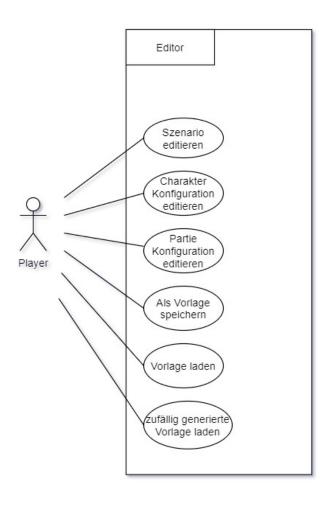
 $\underline{https://moodle.uni-ulm.de/pluginfile.php/429271/mod_resource/content/16/lastenheft-marvelous-mashup.pdf}$

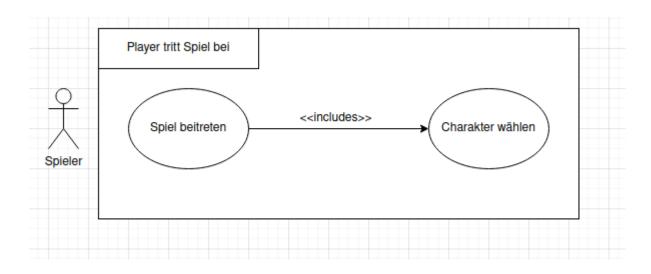
Brainstorm:

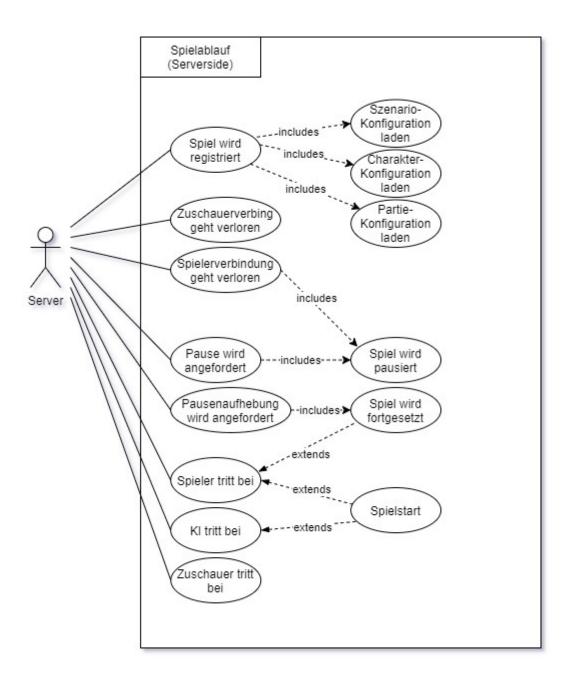
Player ist im Menu ~Philipp Player tritt Spiel bei ~ Cornelius Player ist am Zug ~Enrique Editor ~Philipp Spielablauf (Backend) ~Philipp

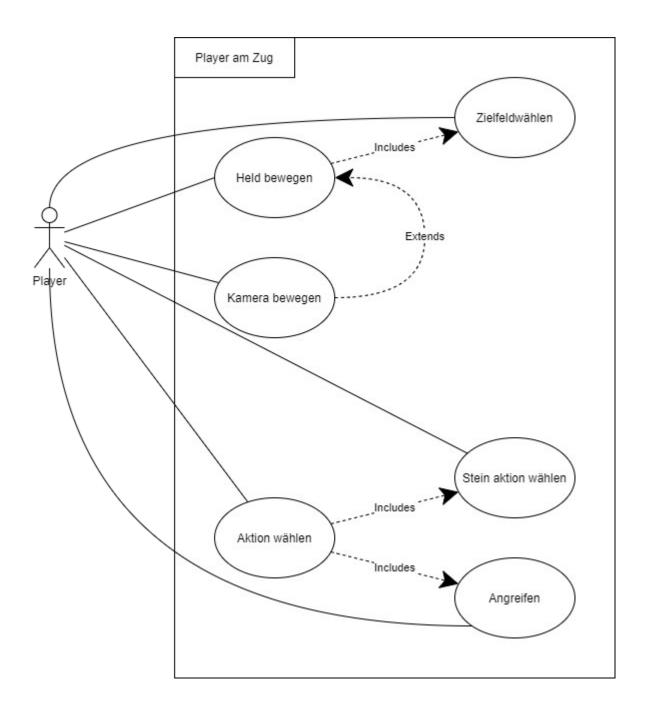
Aufgabe 1



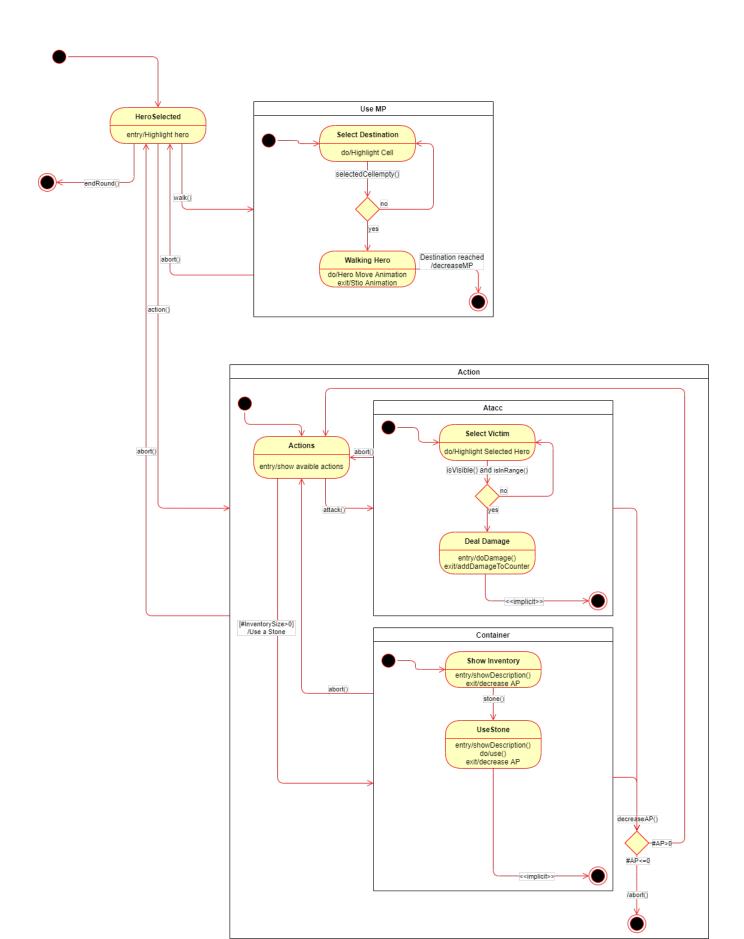








Aufgabe 2



Player am Zug: Use MP entry/Highlight hero Select Destination do/Highlight Cell selectedCellempty() Destination reached /decreaseMP Walking Hero Action Atacc Actions do/Highlight Selected Hero isVisible() and isInRange() Deal Damage entry/doDamage() xit/addDamageToCounter <<implicit>> [#InventorySize>0] /Use a Stone Container Show Inventory ntry/showDescription() exit/decrease AP UseStone entry/showDescription() do/use() exit/decrease AP <<implicit>>

