Feature	y/n	JP comments
display correct titles of the board	YES	we are reusing the same board as for iteration 1: check it out
board is scrollable for each client	YES	should be scrollable UNLESS it's ALL on the display AND it's readable
(major) support for networking		
- 1 player starts the game	YES	
- other players join and each choose a character that is not already chosen	YES	
- one player moves and other clients are updated	YES	
- one player hides and other clients are updated	YES	
- one player blocks and other clients are updated	YES - with violation (automatic blocking)	
- a second player moves and other clients are updated	YES	
initial character selection offers two or more distinct characters	YES	
can the V chits (and thus dwellings and ghosts) be assigned	YES	
can the W chits be assigned to specific tiles	YES	
can the M chits be assigned to specific tiles	YES	
can the C chits be assigned to specific tiles	YES	
can set up the 5 chits (red/sound and orange/treasures) manually for Lost Castle	NO - Disabled during cheat mode.	
can set up the 5 chits (red/sound and orange/treasures) manually for Lost City	NO - Disabled during cheat mode.	
can assign manually Lost castle AND 4 of 8 remaining red/orange chits to M tiles	NO - Disabled during cheat mode.	
can assign manually Lost city AND last 4 remaining red/orange chits to C tiles	NO - Disabled during cheat mode.	
sound and warning chits are correctly displayed to clients	YES -	
(minor) support selection of starting location for characters	YES	
support character legal moves within the same tile	YES	
support character legal moves across tiles	YES	
support for Captain's special abilities	YES	
support Amazon extra move	YES	
support manual dice result for hiding	YES	
support a player hiding unsuccessfully (setting the dice to 6)	YES	
support a player hiding successfully	YES - they just don't get drawn	
support selection of fight and move counters for combat	YES1	OPTION 1: ideally, each player selects a fight and a move and then combat is resolved.
option chosen: 1 or 2 or describe on next line		OPTION 2: Less desirable: 1 player selects a fight, the other a move, and this is resolved AND INDEPENDENTLY from the outcome, other player selects fight,
		first one a move, and that is resolved, BOTH OUTCOMES BEING SIMULTANEOUS (ie even if first defender gets kill, s/he DOES get his/her attack)
can choose shield location	YES	
can choose to play or not any armor	YES	
support 1 round of combat between two characters: outcome 1 death	YES	
support 1 round of combat between two characters: outcome 2 deaths	NO Not possible by the rules? Combat stops if someone dies. This makes no sense.	
support 1 round of combat between two characters: outcome no death	YES	
support 2* limit during combat	YES	
support random order of player turns	YES	
support manual specification of order of play	YES	
support swordsman special ability to play when he wants	NO	
support dwarf having only 2 phases	YES	
support black/white knights as available characters	YES	
support berserker going berserk	YES - with violation (berserk lasts forever)	
do you support 1) action-by-action player turns, or 2) a priori action	2	option 3 means players sync up at the beginning of each day and play their pahses thereafter concurrently and independently of each other
specification (as per rules) or 3) concurrent play		This makes blocking very hard to implement… Each player specifying his phases and then having players play them is 2nd most difficult
ENTER YOUR SUPPORTED OPTION in ROW 53		I expect most teams to have no phase specification for players but just select and play the phases of each player, one at a time
support separate display for multiple 'things' in one clearing	YES	
support alerting weapons	YES	
support using the time of an alerted weapon	NO - only sharpness	
can combat with a non-alerted weapn	YES	in which case it's the time of the fight counter that matters
visually (ie somehow via GUI) support fatiguing counters	YES	

rules respected for fatiguing	YES - with violation (fatigue step happens at very end)		
visually (ie somehow via GUI) support wounding counters	YES		
rules respected for wounding	YES - with violation (see above)		
support resting fatigued counters	YES		
support resting wounded counters	YES		
rules respected for resting fatigued counters	YES		
rules respected for resting wounded counters	YES - with violation (wounded --> fatigued --> normal)		
support berserker having an extra REST	YES		
support white knight having an extra REST	YES		
support manual monster roll (eg for treasure appearance)	YES - with violation (treasure is all ingame at the start... it doesn't appear...we can't find that rule)		
if there's a treasure (orange) chit on a tile, can a player discover this treasure site	YES	need to place a treasure site chit close to the beginning position and make sure this site is discovered by a player	
do you use search tables to discover a treasure site or something simpler	SEARCH		
once a treasure site is discovered, can the amount of gold	NO		
of each of its treasures be specified manually			
do you support great treasures	YES		
support manual specification of treasure's notoriety and fame	NO - random		
are the current gold, fame, notoriety (great treasures and victory points) shown	YES		
support appearance of one (or more!) treasure site guard monsters	YES - with violation? (we don't know the rule for it)		
support treasure looting (with manual spec of roll)	YES		
support search for hidden paths	YES		
support search for secret passages	YES - with violation (hidden paths and secret passages are the same)		
support search for hidden enemies	YES - with violation		
if NO in rows 24 and/or 25, support for simplified lost castle and lost city	YES		
support for cloak of mist	YES	ie must be able to put this treasure in a treasure pile, find it, and use it: exta hide	
support for magic spectacles	YES -		
support for deft and handy gloves	YES - with violation (rules say to give extra phase/table effects, not fight chits) ditto: deft gives Fight L2 and handy gives Fight M3)		
support for shoes of stealth and 7 league boots	YES - with violation (rules say to give phases, not action chits... ditto: stealth gives move L3 and 7 league gives move T5)		
support for multi-round combat: no death	YES - with violation (fatigue step happens after all combat - same for all)		
support for multi-round combat: 1 death	YES		
support for multi-round combat: 2 deaths	NO See above?		
support cave phase restriction	YES - with violation (2 phases per day if starting in cave, doesn't matter if you move thru them)?		
support cost of moving in mountain clearing	YES		
support for random placement of all chits	YES		
-> corollary: is there a way to see all chits in one shot to check if legal	Check builder logs		
support for random rolls	YES	for searches, etc: a minor detail	
support for one character blocking another	YES -		
support selling to natives at garrison	YES		
support buying from natives at garrison	YES		
support garrison natives blocking (chapel, in, house, guard)	YES		
support non-garrison natives appearing	YES	ie company, woudfolk, patrol, lancers, bashkars	
support non-garrison natives blocking	YES - with violation (automatic)		
support one monster appearing according to monster roll 4			
- triggered by BONES M (Ie specific yellow chit)	YES	or something similar	
- triggered by ROAR (M) (ie red/sound chit AND type of yellow/warning (M,W,C)	YES	or something similar	
support monsters appearing according to monster roll 4 with STINK C for 2 trolls	YES	or something similar	
support monster(s) roaming to another clearing	YES	once a monster appears in a clearing, WHEN ACTIVE it can roam to another clearing of the same tile. Must show this.	
support monster(s) blocking	YES - with violation		
support 1 round of a combat with one monster 1 player	YES -		
support several rounds of combat with one monster 1 player	YES		
support 1 round of combat 1 player against several monsters	YES - with violation, monsters are assigned before rounds start, then execute in order		
support several rounds of combat 1 player against several monsters	YES - with violation, see above.		
3 or more distinct monsters activated by 3 different monster rolls	YES	self-explanatory	
for each possible monster roll, 1 or more monsters appear	YES	self-explanatory	
support for missile attacks	YES	ie using bows and the like	
clearing coordinates have been shown to be relative to tiles	YES	this is something to show in the code: are clearing positions absolute wrt a map, or relative to a tile	
EXTRAS are to be assessed by JP except the two mentioned in rows 117-118			
Here's a partial list			
board building	MAYB		

carrying capacity	NO	can you enforce this complex set of rules		
support for a lot of non-gold treasures	YES	ie more boots, gloves and whatever else (which is definitely more interesting than just boots and gloves)		
support for treasures with conditions	YES - with violation - treasures like shielded lantern? yes.			
original stuff with respect to treasures	?	**surprise me :-)**		
support most monsters	8 total	with their fight/move numbers!		
original stuff with respect to monsters	?	**surprise me :-)**		
dazzling UI	haha hahahahahaha swing hahaha			
support for visitors	NO	they appear and have little to offer		
support for multiple character combat	NO	**good luck!**		
support for several combats within the same day	YES	that should not really be hard: if you can support one combat, you can treat several sequentially in any order		
support for multiple character-monster combat	NO	**well I will not hold my breath for this one ;-)**		
support for horses	NO	complex rules: please explain how much you support		
support for tile enchanting (but no further magic: just for the joy of colors)	YES	simple' cute UI feature		
support for casting fight spells	NO	ie support sorcerer and choose a lightning bolt attack		
support for casting of other spells	NO	**surprise me :-)**		
support for several types of magic	NO	**good luck!**		
suport for hiring of natives	NO	complex rules: again simplifications are ok if you explain what you have done		
support for follow	NO	should be relatively painless but not useful unless you can hire natives		
support for natives in combat	YES (same as monsters) - they will gang up with their faction if possible			
support monster 'turning'	NO	monsters have two sides and thus two sets of fight/move values		
support red-side monsters	NO	some monsters turn red		
support running away	YES			
documentation (please indicate what you think you will have)				
functional requirements completeness	YES			
functional reqs traceability to rules	YES			
functional reqs test(s) description	YES			
assumptions + explanations, if any				
UC diagram: completeness	YES			
UC diagram: traceability to Ucs	YES			
UC diagram: syntax	YES			
UCs title syntax	YES			
UCs titles completeness and consistency	YES			
traceability of Ucs to UC diagram	YES			
traceability of UC steps to FRs or rules	YES			
Ucs respect good UC guidelines	YES			
completeness of unbound UCMs	YES			
consistency of unbound UCMs	YES			
quality of unbound UCMs	This is			
traceability of unbound UCMs to Ucs	YES			
extent of description of architecture and use of design patterns	YES			
quality of description of architecture and use of design patterns	YES			
PLEASE list any other extra features below, each with a short description		More thatn minimum giant monster, multi combat, limited players playing simultaneously (birdsong), more than requried treasures/group characters.		