Ticket to Ride

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Created for classes Programming 2 (NPRG031) at [MFF UK](MFF UK).

Revisions

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Notes:

Product Goal

Program should be PC version of table top game Ticket to Ride. Goal is to create game playable by 2-5 players on one PC.

Functional description

Players will have tasks and cards with colours. They draw coloured cards and use them as a currency to pay for rails. Players can earn points for building rails, having longest rail on map and completing tasks. For every uncompleted task player will lose points. Game ends when at least one of the players has only 2 or less wagons.

User interface

After program starts there will be main menu with two buttons – New game and Settings. In settings user can choose number of players and their names.
There will be one main window with game map, cards which has player in hand, cards which are on the table and buttons for actions which can player perform. Buttons will be: End turn, draw task, build rail and my tasks. After every turn, there will be screen witch ready button so the next player won't show his hand immediately.
If player clicks on My tasks a new window will open. There will be 3 buttons. Two for scrolling through tasks and one for closing the window. There will also be a table with information about task.
If player clicks on Build rail a new window will open. There will be list of rails which are available to build and 2 buttons. One for closing window and one for building the rail. Player can choose one from the list and then press build rail button. This action will show another button for going back and the list of rails will change to list of players cards. On this window player can choose which cards he will use to build a rail.
If player clicks on Draw tasks button new window with list of tasks will appear, there will be two buttons. One for closing window and one for drawing all selected tasks.
Anytime player will try to do something against rules message box with warning will appear.

After game finishes, there will be list of players and their points.

Functional requirements

- The game shall be for 2-5 players.
- The game shall remember players last settings. (It will create new file with settings to program directory)
- The game shall count players points and choose winner.
- The game shall not allow players to play against its rules.
- Users shall be able to draw cards from table, draw ne tasks and build rail.
- The game shall show updated game map with coloured rails.
- The game will shuffle decks and use discard pile when players run out of cards.
- Interface of the game shall be more or less user friendly.

Data inputs

All inputs are in programs resources. Only input needed is first setup of the game (number of players and their names) but the game will ask itself if there is no setting.txt file.

Deadline

17.9.2017