Project description

Description: A library/army builder for Warhammer 40k. Players have to be able to register and login. Players have to be able to create custom armies. Developers have to be able to add new units and update their stats. Admins have to be able to ban/remove players if they cheat.

User Story

Story 1:
As a player,
I want to be able to login/register.
so that I access the app.
Wireframe:

Acceptance Criteria:

If username/password wrong refuse excess and display 'wrong password /username'.
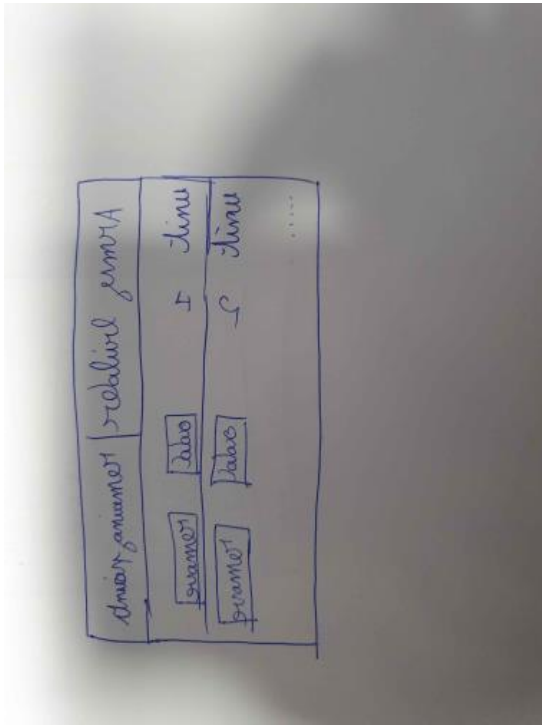If user is new give option to register.
Page is unavailable until user is logged in.

Story 2:
As a player,
I want to be able to build an army.
so that I can easily see the stats.
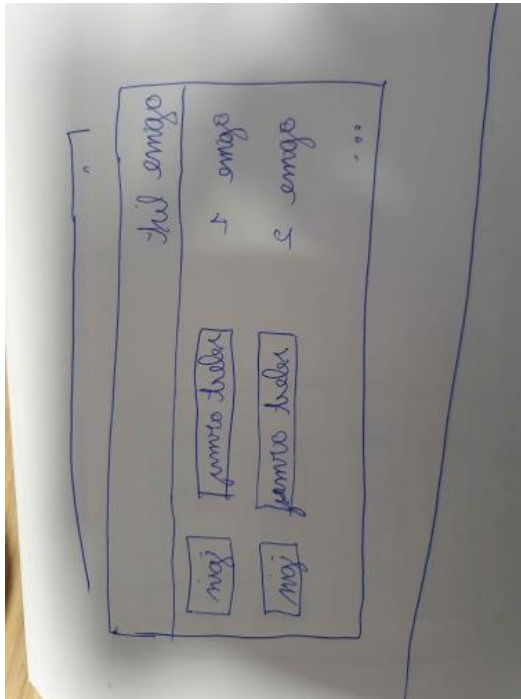Wireframe:

Acceptance Criteria:

Player can create army, add units to it and view to total stats.

<u>Story 3:</u>
As a player,
I want to be able to modify an army compositions.
so that I optimize the build.
Wireframe:

Acceptance Criteria:

Player can modify army. Update army is stats are shown after completion.

Story 4:
As a player,
I want to be able to join a game.
so that I can play the game.
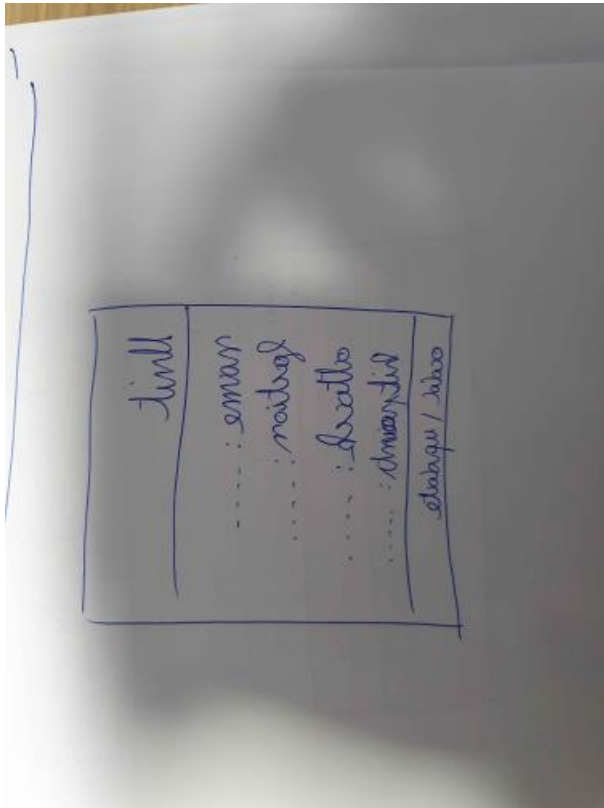Wireframe:

Acceptance Criteria:

Player can join game.

Story 6:
As a developer,
I want to be able to add a add units to a factions
so that I can expand the game.
Wireframe:

Acceptance Criteria:
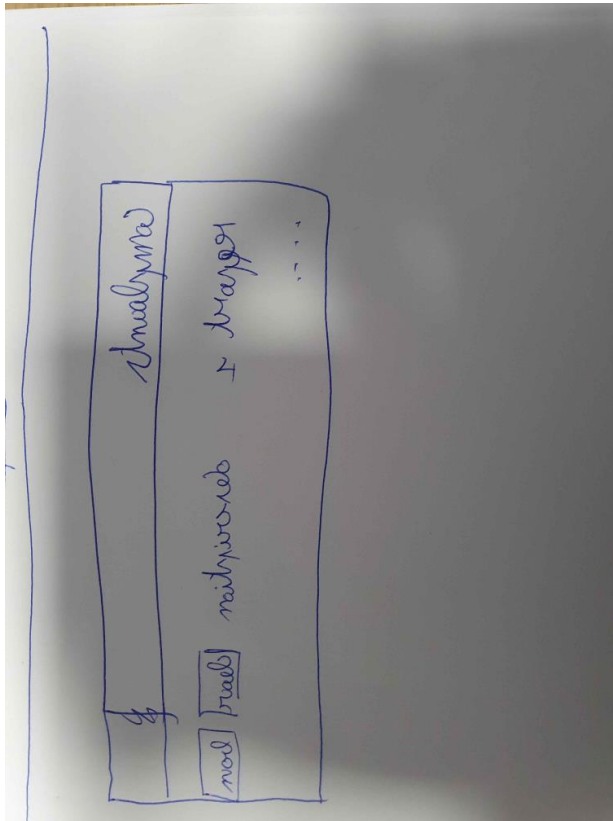
Developer can add unit and it appears.

<u>Story 7:</u>
As a developer,
I want to be able to modify existing units.
so that I can balance the game.
Wireframe:
Acceptance Criteria:

Developer can modify stats of existing unit and the stats change.

Story 8:

As a admin,

I want to be ban users.

so that I can remove cheaters.

Wireframe:

Acceptance Criteria:
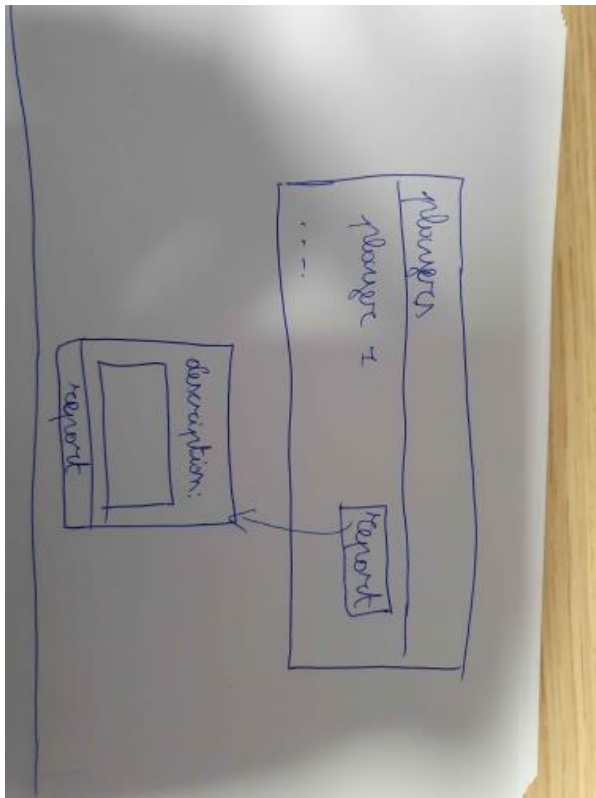
Admins can remove players.

Story 9:

As a player,

I want to be able to report player.

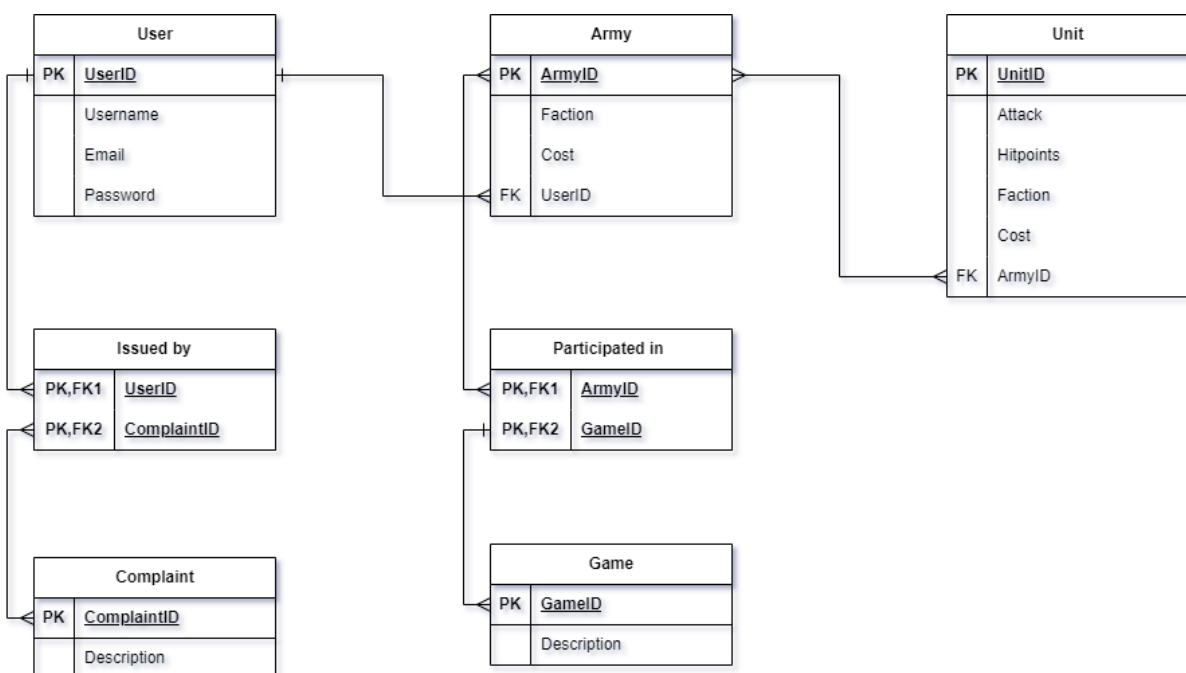so that I bring potential cheating to the attention of the admins.
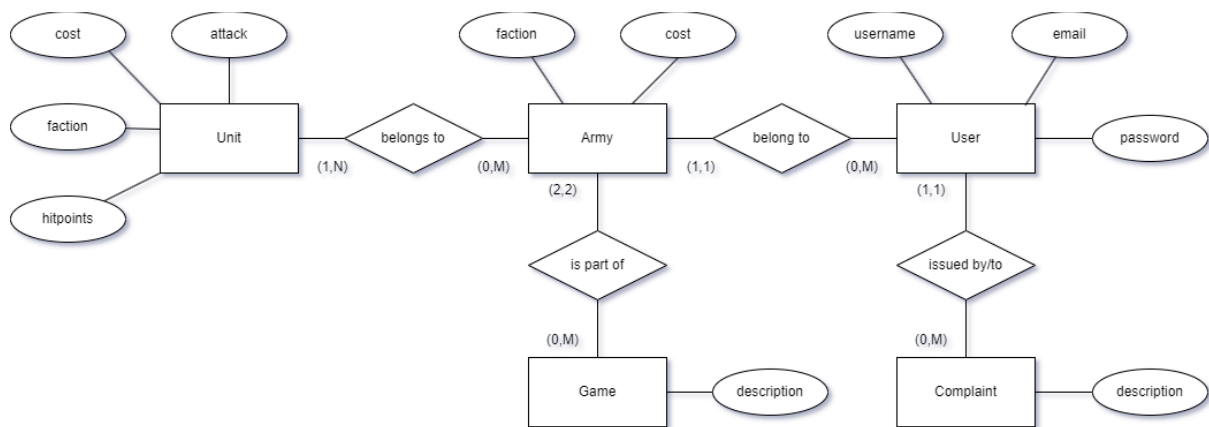
Wireframe:

Acceptance Criteria:

Players can issue complaints.

Logical Model

Conceptual Model

cost attack faction cost username email

faction Unit belongs to Army belong to User password

(1,N) (0,M) (1,1) (0,M)

hitpoints (2,2) (1,1)

is part of issued by/to

(0,M) (0,M)

Game description Complaint description

Domain Model