

Additional Requirements and Acceptance Test Instructions

March 10, 2017

Additional Requirements

To show that your design and implementation is flexible to accommodate changes in requirements, we ask you to additionally add the *Fishermen of Catan* extension. You do not have to provide an implementation of *Settlers* that can be played with or without *Fishermen of Catan*. It is sufficient to deliver an implementation that supports the basic *Settlers*, *Seafarers*, *Cities & Knights*, and *Fishermen of Catan*.

The rules provided to you on *myCourses* state how to play *Fishermen of Catan* with the basic *Settlers of Catan*. Since we are combining *Fishermen of Catan* also with *Seafarers* and *Cities and Knights*, the following rules apply:

- If you discard 2 fish, you may remove the pirate or the robber from the game board.
- If you discard 3 fish, you may draw one card from the hand of one of your opponents (*Resource* or *Commodity Card*).
- If you discard 4 fish, you may take resource card but not a commodity from the bank.
- For 5 fish, you may build a road or a ship.
- For 7 fish, you may draw one *Progress Card* of your choice.
- The “7 fish tokens at most” and “You cannot make change” rules do not apply.

Fish are neither resources nor commodities. This implies that fish are never affected by *Progress Cards*, particularly not by the yellow *Progress Cards*. It also implies that the owner of an *Aqueduct* receives any 1 resource of his choice even if he only receives fish when the dice are rolled for production.

FAQ on Basic Settlers, Seafarers and Cities and Knights Requirements

To ensure that we all have the same understanding on what is required for the acceptance test, I listed the answers to some frequently asked questions about the basic settlers, seafarers and cities and knights requirements here:

- Do we need to ensure that a player can only place at most 5 settlements and 4 cities?
Yes!
- Do we need to ensure that a player can only place a limited number of roads / ships?
No.
- Do we need to ensure that there are only a limited amount of resource cards / commodity cards of each type in the game?
No.
- Do we need to respect the total number and type of progress cards in the game?
Yes! It would not be fun if there were, e.g., two *Printer* cards.
- Does a settlement built on a “remote” island earn the player 2 additional VPs (like described in seafarers scenario 1 “heading for new shores”)?
No.

Acceptance Test Preparation

The acceptance test will be held in the last week of class. During the test, the group of graders (i.e. my TA, myself, ...) will play your game, looking for bugs / glitches and violations of the game rules. We run the show, and you basically just watch. Again, if all the game rules (of basic Settlers, Seafarers, Cities and Knights, and Fishermen of Catan) are

implemented correctly, your grade will be “A-” (80). You’ll get an “A” if your implementation provides more than the minimum, e.g. an awesome user-interface, additional features / rules, team play, etc...

In order to make the acceptance test easier for me and the team of graders, you have to prepare in advance several saved games with game configurations that allow us to easily test the following:

- Years of Plenty Saved Game: There should be a saved game for 3 players that allows us to test lots of game actions that require resources and commodities, i.e., each player should have plenty of resources, commodities and gold.
- Progress Card Saved Game: There should be a saved game that allows us to test every possible progress card (we will randomly test 3 of them, but we want to be able to choose which ones).
- Metropolis: There should be a 3 player saved game where one player owns an Aqueduct, one player owns a Marketplace, and one player owns a Fortress. Furthermore, each player should have lots of commodity cards so we can upgrade our city improvements even further.
- Knight Saved Game: there should be a 3 player saved game where each player has at least 2 knights, and each level of knight is represented. Furthermore, the players must have several roads that lead to intersections that are unoccupied by settlements or cities. Each player should also have at least 3 lumber and 3 brick each so we can build more roads.
- Barbarian Saved Game: there should be a 3 player saved game where the barbarian is soon going to attack the island.
- Winning Saved Game: there should be a 3 player saved game where very soon one player will be winning the game. One player should have the boot.

We are not responsible for not having enough time to grade all the required functionality if you don’t have the appropriate saved games ready, or if your user interface is slowing us down considerably or if lengthy restarts are required whenever a game is loaded. It is your responsibility to make sure that we can test all the required functionality of the game within 20-25 minutes.

Course Evaluation

Please don’t forget that it is time to give us feedback on the course by filling out the course evaluation on Minerva. Please give as much comments and feedback as possible. Highlight the strength of the course, but also suggest improvements. In particular the groups that did not do well in the demo, in case you have suggestions on what could have improved your performance, let us know!