

Course: COMP3004

Team Member:

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Weekly Report 1

Xiang Zuo (101009029)

1. the number of hours spent on the 3004 project since the last report:
 - 3 hours on team meeting at library to discuss the work allocation for the first week;
 - 3 hours on team meeting at library to choose which language to use Java or C#;
 - hours sign up git and set up;
 - 3.5 hours on reading game rules and try to understand and remember it;
 - 3 hours on playing the card game with teammates, getting familiar with the rule and write the game log;
 - 3 hours on writing the weekly report;
 - 4 hours start working on the unity with background and cards.

Total 18 hours.

2. what was achieved in terms of deliverables

List of features;

Scenario;

3. what is planned for this team member in terms of deliverables for next Tuesday

For the next week (start from 23), we will start to start with unity and C# code to deal with some the features we have figured out.

The UML diagram and some logic relation of the game will also be work on.

Sirui Zeng (100958822)

1. The number of hours spent on the 3004 project since the last report:

3 hours on team meeting at library to discuss the work allocation for the first week;

3 hours on team meeting at library to choose which language to use Java or C#;

8+ hours on reading game rules and making a 'outline';

2+ hours on playing the card game with teammates, getting familiar with the rule and take notes on some specific situation.

3 hours on slice cards, and play with it on Unity

Total 19+ hours.

2. what was achieved in terms of deliverables

List of features;

Scenario;

3. what is planned for this team member in terms of deliverables for next Tuesday

For the next week (start from 23), we will determine the UI and layout and get familiar with C#. In addition, we will make a simple game process. Specifically, from start scene to game scene, and to the end scene by a simple win condition, finally, back to start scene again.

Suohong Liu (101002340)

1. the number of hours spent on the 3004 project since the last report:
 - 3 hours on team meeting at library to discuss the work allocation for the first week;
 - 3 hours on team meeting at library to choose which language to use Java or C#;
 - 4 hours on reading game rules and remembering cards numbers.
 - 3 hours on playing the card game with teammates, getting familiar with the rule.
 - 1.5 hours on writing the weekly report;
 - 4 hours on making a simple game with unity (be familiar with the software)
- Total 17.5 hours.
2. what was achieved in terms of deliverables
 - List of features;
 - Scenario;
 3. what is planned for this team member in terms of deliverables for next Tuesday
 - For the next week (start from 23), we will start tackling the features and scenarios we have identified. We will make a simple UI (start menu → scene → end scene). And some background for the different story cards.

List of features for week one:

- game is available for 3 players
- the game has a start page
- opponents' Amour, Ally, and Rank information are displayed in public
- all adventure cards<FOE, ALLY, AMOUR, TEST>can be used
- all rank<SQUIRE, KNIGHT, CHAMPION KNIGHT> and story cards<QUEST, EVENT, TOURNAMENT> can be used
- scene can be switched during each turn, different player can only see their own cards and some public cards
- weapon, ally, amour can be used in the quest
- shield can be add
- battle point can be caculated
- rank can update
- winner(champion knight) is available
- draw and discard cards is available

Scenario:

- game is set up for 3 players
- player 1 has a rank <squire>
- player 2 has a rank <squire>
- player 3 has a rank <squire>
- player 1 receives <some list of cards 12 in total (from adventure deck)><FOE, Boat>, <FOE,Thieves>, <FOE, Green Knight>, <FOE, Dragon>, <ALLY, Sir Gawain>, <ALLY, Sir Percival>, <ALLY, King Arthur>, <ALLY, Queen Iscult>, <WEAPON, Horse>, <WEAPON, Lance>, <WEAPON, Excalibur>, <AMOUR>
- player 2 receives <some list of cards 12 in total (from adventure deck)><FOE, Boat>, <FOE, Green Knight>, <FOE, Saxons>, <FOE, Thieves>, <FOE, Black Knight>, <FOE, Mordred>,

- <WEAPON, Horse>, <WEAPON, Horse>, <WEAPON, Dagger>, <ALLY, King Arthur>, <ALLY, Sir Tristan>, <AMOUR>
- player 3 receives <some list of cards 12 in total (from adventure deck)>, <FOE, Saxons>, <FOE, Robber Knight>, <FOE, Evil Knight>, <FOE, Black Knight>, <FOE, Thieves>, <FOE, Robber Knight>, <FOE, Saxon Knight>, <WEAPON, Horse>, <WEAPON, Sword>, <WEAPON, Dagger>, <WEAPON, Lance>, <TEST, Test of temptation>
 - <QUEST, Slay the Dragon> is drawn by player 1 who accepts setting it up
 - stage 1: <FOE, Thieves> stage 2: <FOE, Green Knight>, <WEAPON, Horse> stage 3: <FOE, Dragon> + <WEAPON, Excalibur>
 - player 2 is asked if he participates and declines
 - player 3 is asked if he participates and accepts
 - player 3 draws one adventure card <ALLY, Merlin>, and he plays it with <WEAPON, Dagger> and <ALLY, Merlin>
 - stage 1 is resolved: player 3 pass stage 1, draws one adventure card <WEAPON, Dagger>
 - player 3 plays <WEAPON, Lance>, <WEAPON, Horse>
 - stage 2 is resolved: player 3 pass stage 2, draws one adventure card <WEAPON, Sword>
 - player 3 use Merlin's specific ability, he sees the stage 3
 - player 3 does not decide to use any card right now
 - stage 3 is resolved: player 3 does not pass stage 3
 - player 1 discards cards used for the quest and replaces them
 - player 1 discards cards to satisfy maximum 12 cards on hand
 - <Event, Plagues> is drawn by player 2 who accepts setting it up
 - player 2 loses 2 shield cards but he has no shield
 - <Tournament, Camlot> is drawn by player 3
 - player 1 is asked if he participates and accepts
 - player 2 is asked if he participates and accepts
 - player 3 is asked if he participates and accepts

- player 1 uses 3 cards with total 10 battle points.
- player 2 puts 3 cards with total of 15 battle points.
- player 3 puts 4 cards with total of 25 battle points.
- player 3 wins and gain 6 shields.
- player 1 has 0 shield cards
- player 2 has 0 shield cards
- player 3 has 6 shield cards
- player 3 uses 5 shield to upgrade to <Rank, knight>
- ...
- ...
- ...

this week our team has **NO** issues to report in terms of participation, contributions, distribution of work