

COMP 3004 - Iteration # 1  
Team Project: Magic Realm  
Instructor: Jean-Pierre Corriveau  
Due Date: Tuesday, Feb 24th 2015  
Team 17: Abe Fehr, Nataly Slewa, Nathan Barton

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Required Features	Supported: List Features
Display Board	Supported;
Display/Support all sound, warning and treasure chits	Not supported
Place Dwellings on the board	Supported; Dwellings are hard-coded to the positions given in the Iteration 1 photos supplied
Support Character selection	Supported; Character selection happens in the lobby before the game begins
Support character's initial location.	Supported; Each character has an initially defined location or one is chosen by the user, as per the rules. The character's symbol appears on that location(though currently is a bit hard to see)
Support Characters:	Supported; character class exists with the starting values for gold and weapons
Support movement (blocking, hiding, resting, searching/peering)	Partially supported; Phases of the day have yet to be implemented so action choosing isn't currently possible. That being said, it's possible to find paths between any two clearings on the map, and will be used when movement is implemented
Support Lost Castle/Lost City	Not supported
Display Monsters at the end of characters' turn	Not supported
Support combat between players	Not supported
Support combat between players and monsters	Not supported
Additional Features	Supported: List Features
Support Die Treasures	Code is available for this feature, but can't be used on the board yet
Interact with the Board (Scrollable, Zoomable)	The user is able to pan around the map and zoom in and out using the mouse wheel. This better helps the user
Basic networking: Start server when game starts	A server is started, and all the game information (like the map with the
Support: Control the outcome of the dice	Code is available for this feature(in the class) but not usable on the board yet
Display starting Menu	Main menu shows with options to host the game or join a hosted game
Character Selection shows character description.	
Game Lobby with chat	
Support: Multiple Players can	Joining a game is possible, although the character selection screen doesn't

join the game	open for the joined users when they join as clients.
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