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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File: **reportTeam17.pdf**

Must include a detailed reportTeamx.pdf file that explains FOR EACH posted requirement in the order in which they are posted: - whether this requirement is supported or not - the limitations of this support (e.g. did you hardwire or randomize the chits, what simplifications to the rules did you adopt, etc) - the extra features of this support (i.e. anything beyond what I asked) - how this requirement was tested (please be precise and exhaustive about how you tested the requirement) Beyond the posted requirements, also describe any additional feature you support. Please be precise with respect to which character(s) you support and to which extent you support each of these characters (e.g., can the swordsman take his turn when he wants) Please note that, for this iteration, Visitors, Victory Points, any monster combat, any actual treasure (as opposed to just gold) and networking have been excluded from the initial list of tentative requirements posted. In other words, if you support any of these 5 requirements, report it as an additional feature (detailing how much of it you support). It is important to adequately support the remaining minimal posted requirements before attempting any additional feature.

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| **Required Features** | **Supported: List Features** | **Description:** |
| Display Board |  |  |
| Setup all sound, warning and treasure chits |  |  |
| Place Dwellings on the board |  |  |
| Support Character selection |  |  |
| Support character’s initial location. |  |  |
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| **Additional Features** | **Supported: List Features** | **Description:** |
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