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 join the game | Joining a game is possible, although the character selection screen doesn’t open for the joined users when they join as clients. |