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 | 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** | **Description:** |
| 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. | No additional description needed |  |
| Game Lobby with chat | Only caveat is that a player who joins the game can’t see the chat history from before he joined(will possibly be fixed) |  |
| 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. |  |