



COMP 3004 - Team 17



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# 1 Introduction

Welcome to the Magic Realm. Magic Realm is a complex board game designed by [blah]. Magic realm is a fantasy adventure, hex-tile, turn-based game that is filled with monsters and treasures. Choose between any [# of heroes]. Combat against monsters and collect all the treasure before it’s too late!

## 1.1 Purpose

The purpose of the game is to [blah blah blah blah]. This project aims to [blah blah blah blah].

## 1.2 Definitions

These definitions are based on what is given in the 3rd edition rules of the Magic Realm

### Table 1.2.1

|  |  |
| --- | --- |
| Attention Chit | The combat chit which has the character symbol on one side and is blank on the other. |
| Cave Clearing | A clearing that is in a cave. |
| Caves Tile | Any tile with at least one cave on it, in which treasure sites can appear. |
| Character | One of the 16 adventurer types that can be played by a player. Described on the character cards. |
| Chit | The smallest square counters, including combat chits, sound chits, warning chits, site chits, Lost City and Lost Castle chits, Monster Roll, Day (Turn), weather chits, visitor chits, and number chits. |
| Counter | Any game piece other than the hex tiles, character cards, and chits. |
| Denizen | A monster or native of the Magic Realm. |
| Mountain Clearing | A clearing that has ridges drawn around it on a mountain tile; not every clearing on a mountain tile is a mountain clearing. |
| Mountain Tile | A tile with at least one mountain clearing in which treasure sites can appear. Also includes the Deep Woods tile (even though there are no mountains in it) to round out the 5 Mountain tiles, along with the 5 Cave tiles, in which treasure sites can appear. |
| Player | A person who plays one of the characters. A distinction between the character and the player is made in some rules. |
| Tiles | The hexagonal Map Tiles (or “hex tiles”) show the terrain of the Magic Realm.The green side of each tile is the front or “normal” side. |
| Wood Clearing | Any clearing that is not a cave or mountain clearing. |

# 2 Game Rules

Below you will find all the official game rules as per presented in the 3rd edition rules of the Magic Realm rules. Each rule is identified by its rule ID. These ID’s are used as identifiers with respect to the game requirement traceability. The game rules presented are reflected to what has been implemented in our iteration.

### Table 2.1

|  |  |
| --- | --- |
| Game Rule ID | Description |
| GR-01 | Each player plays the part of one character in the game. He controls that character’s pieces and uses that character’s counter to represent him on the map. |
| GR-02 | The characters start the game in the same clearings with the Dwellings and move from clearing to clearing following the roadways. |
| GR-03 | The clearings are connected by four kinds of roadways: black underground "tunnels", light brown “open roads”, dark brown “hidden paths” and grey-speckled black “secret passages” |
| GR-03 | The character card provides a quick reference to the character. The front of the card names and pictures him, and shows the symbol that identifies all of his personal pieces. The back summarizes his qualities and lists the items he starts the game with. Each character is explained indetail in the List of Characters. The List of Characters explains each character, and his Character card summarizes his qualities. |
| GR-04 | The character's combat chits are the twelve chits that show his sym­bol on one side and either Move, Hide, Attack or Block on the other side. He plays these chits to do actions in the game. The values on each chit define its qualities. |
| GR-05 | Magic Realmusing the 20 map tiles. The map chits in each tile indicate the special places in that tile, and the game pieces on the Treasure Set Up Card define what each special place contains. |
| GR-06 | Each player plays the part of one character in the game. He controls that character’s pieces and uses that character’s character counter to represent him on the map |
| GR-07 | Victory Points are calculated by comparing the characters’ Fame, Notoriety, Gold, Great Treasures, and Spells with the Victory Requirements recorded at the beginning of the game. |
| GR-08 | The player secretly chooses the Dwelling where he will start the game. |
| GR-09 | The player records the re­quirements he needs to win the game in his Victory Requirements box. |
| GR-10 |  |
| GR-11 |  |
| GR-12 |  |
| GR-13 |  |
| GR-14 |  |

# Functional Requirements

# Use Cases

Functional requirements

Functional requirements traceability to rules

Functional requirements test(s) description

Assumptions + Explanations, if any

UC diagram: Completeness

UC diagram: Traceability to UCs

UC diagram: syntax

UCs title syntax

UCs titles completeness and consistency

Traceability of UCs to UC diagram