Anders Hvidgaard Poder, 19951439 Elund Christensen, 20074530 Kewin Peltonen, 20054669 Programming Project AlphaTargui 1.0 D 07-04-2008



1 (8)

Programming Project

AlphaTargui

Project_Report_1.0-D.doc Gruppe 9

Anders Hvidgaard Poder, 19951439 Elund Christensen, 20074530 Kewin Peltonen, 20054669 Programming Project AlphaTargui 1.0 D 07-04-2008



2 (8)

Contents

1		Introd	ductionduction	.3
2		CRC-	cards	4
3		Test-I	list	.7
3	3.1	;	Section	8.
3	.2	;	Section	8
4		TODO	O	.8

Anders Hvidgaard Poder, 19951439 Elund Christensen, 20074530 Kewin Peltonen, 20054669 Programming Project AlphaTargui 1.0 D 07-04-2008



3 (8)

1 Introduction

Text

Anders Hvidgaard Poder, 19951439 Elund Christensen, 20074530 Kewin Peltonen, 20054669 Programming Project AlphaTargui 1.0 D 07-04-2008



4 (8)

2 CRC-cards

1) Make AlphaGame CRC – determine responsibilities.

AlphaGame (1)	- Colla boraters
Responsibilitées: Maintain state of Y players Who is current player? Board state (maintain) Turn state	Unit Move Tool Targui Drawing
· Round state o Determine winger o Humale attack · Validate move · Calculate revenue	

2) Too much responsibility in the AlphaGame. "Board" and "Player" separated out from AlphaGame because of complexity. Used OO-centered thinking – "The physical model is a simulation of the real world".

Mayer	Collaborators
Rosponsabilities: - Know color (own)	(Player color)
- Lanow number of coins in tercesory	

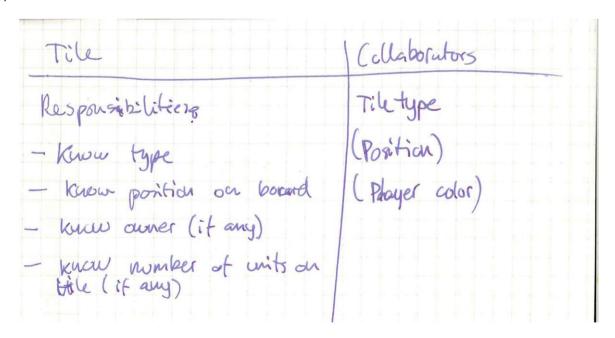
Anders Hvidgaard Poder, 19951439 Elund Christensen, 20074530 Kewin Peltonen, 20054669 Programming Project AlphaTargui 1.0 D 07-04-2008



5 (8)

Board	Callaboreters
Responsibilities: - Know files on board - Know players (4)	Tile Player
- laud corrent player - validate move, determine if attack move	

- 3) Distribute AlphaGame responsibilities onto the new collaborators
 - a. State of the board \rightarrow Delegated to "Board".
 - b. Validate move → Delegated to "Board" (has knowledge of tiles and players, can determine if move is valid).
 - c. Who is current player \rightarrow "Board" know players.
- 4) Introduce "Tile".



- 5) Move "currentPlayer()" back to "AlphaGame" from "Board".
- 6) AlphaGame CRC update.

Anders Hvidgaard Poder, 19951439 Elund Christensen, 20074530 Kewin Peltonen, 20054669 Programming Project AlphaTargui 1.0 D 07-04-2008



6 (8)

Alpha Game (2)	Collaborators
Respar:	a unit dove tool
- who is current player - two state - round state - determine winner - handle attack - calculate become - distribute verence - create bond state - who is next player (new)	Targui Draving Doard Player Tile

Anders Hvidgaard Poder, 19951439 Elund Christensen, 20074530 Kewin Peltonen, 20054669 Programming Project AlphaTargui 1.0 D 07-04-2008



7 (8)

3 Test-list

The following section contains a test-list, who describes the tests we have identified:

- Player count (obvious hardcoded).
- Tile positions matches specification (review manually).
- Round (red first, green second, blue third, yellow fourth, red first).
- Turn (expect move first, expect buy second).
- Move
 - o Valid: Move to un-occupied tile.
 - o Valid: Move to occupied tile where there is no camels.
 - o Valid: Move to each of the tile types with no camels.
 - o Invalid: Move with other player camels.
 - Invalid: Move without camels.
 - Invalid: Move to the "Salt Lake".
 - Invalid: Move outside the board (cannot be tested as the GUI is unable to make this move. Preconditions should be noted, so this test can be avoided).
 - o Invalid: Move more than one tile in a turn.
 - o Attack: Attacker has less camels than defender (attacker is defeated).
 - o Attack: Attacker and defender has equal numbers of camels (status quo).
 - o Attack: Attacker has more camels than defender (defender is defeated).

Revenues

- Calculate revenue for all players.
- o Calculate revenue, where one or more players have died.
- o Calculate revenue, where one or more players have lost own settlement.
- Sums revenue correctly.

Project_Report_1.0-D.doc Gruppe 9

Anders Hvidgaard Poder, 19951439 Elund Christensen, 20074530 Kewin Peltonen, 20054669 Programming Project AlphaTargui 1.0 D 07-04-2008



8 (8)

Assumptions: We assume that having a settlement is enough to get revenue compared to having own settlement.

•	Determine	winner: Pla	y 25 rounds,	one must own	"Salt Mine",	, determine	winner
---	-----------	-------------	--------------	--------------	--------------	-------------	--------

3.1 Section

Text

3.2 Section

Text

4 TODO

This section contains our TODO's:

- Make CRC-cards to place responsibility.
- Test-list
- Template.
- Class diagram for AlphaTargui.
- Sequence diagram for "Moves".
- Software Quality Attributes for the implementation.
- Start test-driven development.

Project_Report_1.0-D.doc Gruppe 9