

CSCI 234 - Software Engineering  
Spring 2023  
Sprint 4 Desired Requirements

1. A player cannot have more than 100 life points at any time during the game.
2. Implement a healer player which will only be able to heal friendly people (from same nation). Amount of healing to be determined by a roll of the dice. (see next item)
3. Simulation of an encounter is to be accomplished using a roll of dice. That is, you are to implement a Die class that is capable of having any number of faces larger than 2. When determining points that are won or lost during an encounter, use a dice roll to determine this. Your encounter code should not directly use the random number generator, but simulate all random chance using dice rolls.
4. During an encounter, use a dice roll to determine how far the players are from each other during an encounter. The distance can be from 1 to 10 feet. Use the distance to modify the amount of damage that can be done to the players during an encounter. The farther the players are apart the less damage they can inflict on each other.
5. Implement a tribe-like entity that has special characters or artifacts as members. Use your imagination to come up with at least 4 special characters or artifacts that when encountered will add or subtract life points from a player. For example, special characters may be martial arts trainers, artifacts may be weapons (add life points) or booby traps (subtract life points). Make it so that each of the special characters can be encountered not more than twice in a game.
6. Implement multiple strategies for each of your players. Modify the play of the game so that when your player knows what player is the opponent during an encounter, your player can dynamically change strategies to the one that you want to use for the encounter. This will likely be based on the type of player you encounter and the number of life points each player has.
7. Implement a GUI interface for this project. It is envisioned that the interface will display 2 cards for the players (or artifacts) that are currently encountering each other. The client considers this to be a lower priority item, but would be very impressed if this capability could be demonstrated.
8. Use a random seed (current date or time if possible) for the random generator to make the game more random.