**INITIAL PROJECT SPECS**

**NAME:** *BRAIN* **(Joel and Alex)**

**PROGRAM OVERVIEW:**

We are making a risk emulator. It will have the basic functions of the game of risk. It will contain the rules of the game with the ability to play with up to 2 - 4 players.

**DESCRIPTION OF USER INPUT:**

Clicking on areas of the map and buttons. There will be no key input, it is all strategy and clicking.

**DESCRIPTION OF PROGRAM OUTPUT:**

Select areas of the map at the start of the game to own

“Roll the dice”

Increase soldier amount/ decrease soldier amount

Attacking and defence

Troop transport around the map

**Release Schedule (the second half of Specs)**

**Here, you will show an itemized plan for completing your project. You will share how you foresee your program developing, from 1.0 to 6.7 (be creative with release names). Do not worry about specific times of completion; be more concerned about the specifications that would make a given release clearly unique. The release schedule will be like rungs on a ladder that will give you direction with clearly defined progressive goals.**

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| **Release Name** | **New incremental features of this release** |
| **1.0** | **Starting menu screen** |
| **1.1** | **Instructions button option/ instruction menu screen** |
| **1.2** | **Pregame setup** |
| **2.0** | **Map screen, tiled** |
| **2.1** | **Interface/ interactions with the map** |
| **2.2** | **Basic UI/ Button options in game screen (next turn, attack,skip turn (more functionality will come later), identifying which players turn it is)** |
| **3.0** | **Choosing territories** |
| **3.1** | **Troop placement on territories** |
| **4.0** | **Receiving troops for troop placement( determined by territory ownership) at the beginning of the turn** |
| **4.1** | **Placing new troops for the beginning of the turn** |
| **5.0** | **Selecting territories to attack and attack from** |
| **5.1** | **Attacking interface** |
| **5.2** | **Rolling mechanics and effects/ consequences(deaths)** |
| **5.3** | **Ability to end attacking or keep attacking** |
| **6.0** | **Troop transport** |
| **6.1** | **Ability to choose how many troops to move** |
| **7.0** | **End of game mechanics(death of a player)** |
| **7.1** | **End screen and ability to restart** |