BeSet Program Description

1. Game components
   1. Web Page interface
      1. New, high scores, adverts, blah blah…
   2. Server persistence
      1. Saved Games for Users
         1. Limit the number of games each user may save?
   3. Server deployment
      1. Amazon
   4. Login and password services
      1. Profanity and duplication checking
         1. Cambridge API
   5. JavaFX BeSet Game
      1. FXML game board
      2. JavaFX Action controller
      3. BeSet Game Logic
      4. BeSet Game Core
      5. Helpful AI
      6. Antagonist AI
      7. Load/Save game logic
2. Enter url into browser
   1. Page loads
      1. Home page
         1. Top Scores
         2. \*possible chat window
         3. start new Beset game
         4. other …
      2. additional pages
         1. link to knockknock joke (project 2?)
3. BeSet game
   1. Start menu
      1. Login
         1. Communicate with server with login name
         2. Validate login
         3. Activate start game button
      2. New User Login
         1. Query user name and password
         2. Check profanity and existing account names for duplication on user name
            1. Deny username if profanity filter fails
            2. Deny username if duplicate
         3. Check complexity of password
            1. Do we want to limit this?
         4. Approve user name & password
         5. Activate start game button
      3. Start button pressed 🡪 start BeSet
   2. Start BeSet
      1. Query and Set difficulty (AI helpful and antagonist)
      2. Query and Set type of game (if alternate modes are created)
      3. Load game on host
      4. Init game
         1. Create set of tiles
         2. Load game board with no immediate matches
   3. Game Board
      1. Components
         1. Score box – TextArea (should probably be a TextField)
         2. Progress bar timer
         3. Board grid 4X4
            1. Tiles

Egyptian Hieroglyphics based

Attributes

Color??

Hieroglyph

Number

Background color??

* + - 1. Bastet top left (animation time allowing)
      2. Hammers
      3. Menu button (opens Menu Scene)
  1. Game Play
     1. Timer (progress bar) slowly empties
     2. Player selects one tile on the board
        1. Tile is stored
        2. Some kind of animation showing selection occured
     3. Player selects second tile
        1. Tile is stored
        2. Tile 1 and 2 are sent to game logic to determine a match
     4. No match
        1. Tiles are returned to original location
           1. Some animation to make player aware
           2. Some sound
     5. Match
        1. Tiles are removed from board
        2. Score is advanced
           1. Scoring logic needed
        3. Three new tiles are loaded into the empty matrix spaces
        4. Timer is reset
        5. Hammer awarded (based on game logic)
     6. Timer expires
        1. Game logic queried
        2. Antagonist AI selects a match from the board
        3. Match tile set are “greyed out” on the board (claimed by Bastet)
     7. Hammer use
        1. If the player has a hammer the player may select to use the hammer to remove a “greyed out set” of tiles.
        2. Player will mouse click the hammer
        3. Mouse pointer changes to hammer
        4. Player selects a “greyed out set”
        5. “greyed out set” removed
        6. Three new tiles loaded from game logic
        7. Timer reset
     8. No matches.
        1. Game board reset
        2. Timer reset
        3. Bastet greyed out tile sets randomly applied to new board
     9. End of Game condition
        1. Bastet collects x many tile sets.
  2. Load/Save game
     1. ??