

TEAM 75

COMP3004

Progress Report 1

Team Members:

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Weekly Summary

Cooper

- a) 10 hours
- b) Researched Java/JavaFX and C#/Unity, setup GitHub repository, contributed to scenario descriptions
- c) Further develop ERD, develop basic UI

Steffen

- a) 10 hours
- b) Researched C#/Unity, contributed to scenario descriptions, wrote progress report
- c) Further develop ERD, implement core game classes

Ruicheng

- a) 11 hours
- b) Researched Java/JavaFX, contributed to scenario descriptions, booked meeting room
- c) Further develop ERD, implement core game classes

Haiyue

- a) 10 hours
- b) Researched C#/Unity, contributed to scenario descriptions, prepared rough ERD for first meeting
- c) Further develop ERD, implement core game classes

Scenerio Descriptions

Scenario 1

- 3 players (p1, p2, p3)
- all players start with rank Squire
- p1 receives 12 Adventure cards
- p2 receives 12 Adventure cards

- p3 receives 12 Adventure cards
- p1 goes first and draws a Quest card (Rescue the Fair Maiden)
- p1 doesn't sponsor the quest
- p2 doesn't sponsor the quest
- p3 doesn't sponsor the quest
- Rescue the Fair Maiden is placed in the discard pile
- p1's turn is over

Scenario 2

- 3 players (p1, p2, p3)
- all players start with rank Squire
- p1 has x shields, p2 has 3 shields, p3 has x shields
- p1 has 10 Adventure cards
- p2 has x Adventure cards
- p3 has x Adventure cards
- p1 goes first and draws a Quest card (Rescue the Fair Maiden) from the story deck
- p1 chooses to sponsor the quest
- p2 accepts the quest
- p3 accepts the quest
- p1 sets up the quest:

Stage 1: Thieves

- p2 and p3 receive 1 Adventure card.
- p2 plays a weapon and an ally (with free bids)
- p3 plays a weapon and an ally
- both players defeat the foe and advance to stage 2

Stage 2: Test of Temptation

- p2 bids x cards + ally with bids
- p3 drops out
- p2 draws an adventure card

Stage 3: Black Knight (foe listed on the Quest card), Sword, Horse

- p2 plays some cards

- p2 is victorious

- p2 receives 3 shields and now has 6 shields

- p2 advances to Knight, and keeps 1 shield on his Rank card

- p1 draws cards used + stages i.e. $5 + 3 = 8$ from adventure deck, and now has 13 cards.

- p1 discards 1 card to get to 12 cards

- all quest cards are discarded

Scenario 3

- 3 players (p1, p2, p3)

- p1 draws Event: Queen's favour

- draws 2 card for 14 cards

- plays 1 ally and discards 1 to get 12

Scenario 4

- 3 players (p1, p2, p3)

- all players start with rank Squire

- all players have x shields

- all players have x Adventure cards

- p1 goes first and draws a Quest card (Rescue the Fair Maiden) from the story deck

- p1 chooses to sponsor the quest

- p2 accepts the quest

- p3 accepts the quest

- p1 sets up the quest:

Stage 1: Thieves

- p2 and p3 receive 1 Adventure card and now have 13 total cards. They each play 1 card instead of discarding.

- p2 plays a weapon and an ally (with free bids)

- p3 plays a weapon

-both players defeat the foe and advance to stage 2

Stage 2: Test of Temptation

-p2 bids x cards + ally with bids

-p3 plays Mordred (removing the ally) + x cards

-p3 wins the bid

-p3 draws an Adventure card

Stage 3: Black Knight (foe listed on the Quest card), Sword, Horse

-p2 plays some cards

-p2 is victorious

-p3 receives 3 shields and now has a total of $x+3$; 5 shields (no Rank upgrade)

-p1 draws cards used + stages i.e. $5 + 3 = 8$ from adventure deck

-all quest cards are discarded

Scenario 5

-3 players (p1, p2, p3)

-all players start with rank Squire

-p1 has x shields, p2 has 1 shield, p3 has x shields

-all players have x Adventure cards

-p2 draws a Tournament at Camelot card (3 bonus shields)

-p2 participates in the tournament

-p3 declines to participate in the tournament

-p1 declines to participate in the tournament

-p2 is awarded 1 shield, plus 3 bonus shields on the card

-p2 now has 5 shields and is upgraded to Knight with 0 shields

Scenario 6

-3 players (p1, p2, p3)

-all players start with rank Squire

-p1 has x shields, p2 has 1 shield, p3 has x shields

-all players have x Adventure cards

-p2 draws a Tournament at York (0 bonus shields)

- p2 participates in the tournament
- p3 declines to participate in the tournament
- p1 participates in the tournament
- p2 plays armour, weapon | p1 plays weapon
- p2 is victorious
- p2 receives 2 shields and no bonus shields
- p2 now has 3 shields (no Rank upgrade)

Scenario 7

- 3 players (p1, p2, p3)
- Event: Called to court
- All players loose allies

Scenario 8

- 3 players (p1, p2, p3)
- p1 has rank x | p2 has rank Champion Knight | p3 has rank x
- p1 has x shields, p2 has 7 shields, p3 has x shields
- all players have x Adventure cards
- p2 draws a Tournament at York (0 bonus shields)
- p2 participates in the tournament
- p3 participates in the tournament
- p1 participates in the tournament
- p2 plays cards | p3 plays cards | p1 plays cards
- p2 and p3 are tied, p1 is eliminated
- p2 plays cards | p3 plays cards
- p2 and p3 are still tied
- p2 and p3 each receive 3 shields
- p2 has 10 shields, is upgraded to Knight of the Round Table, and wins the game

This week our team has **NO** issues to report in terms of participation, contributions, or distribution of work.