SPRINT 1 DOCUMENTATION

FIT3077 Architecture and Design

Team

CL_Monday06pm_Team069

Team Name

“There’s nothing to see here”

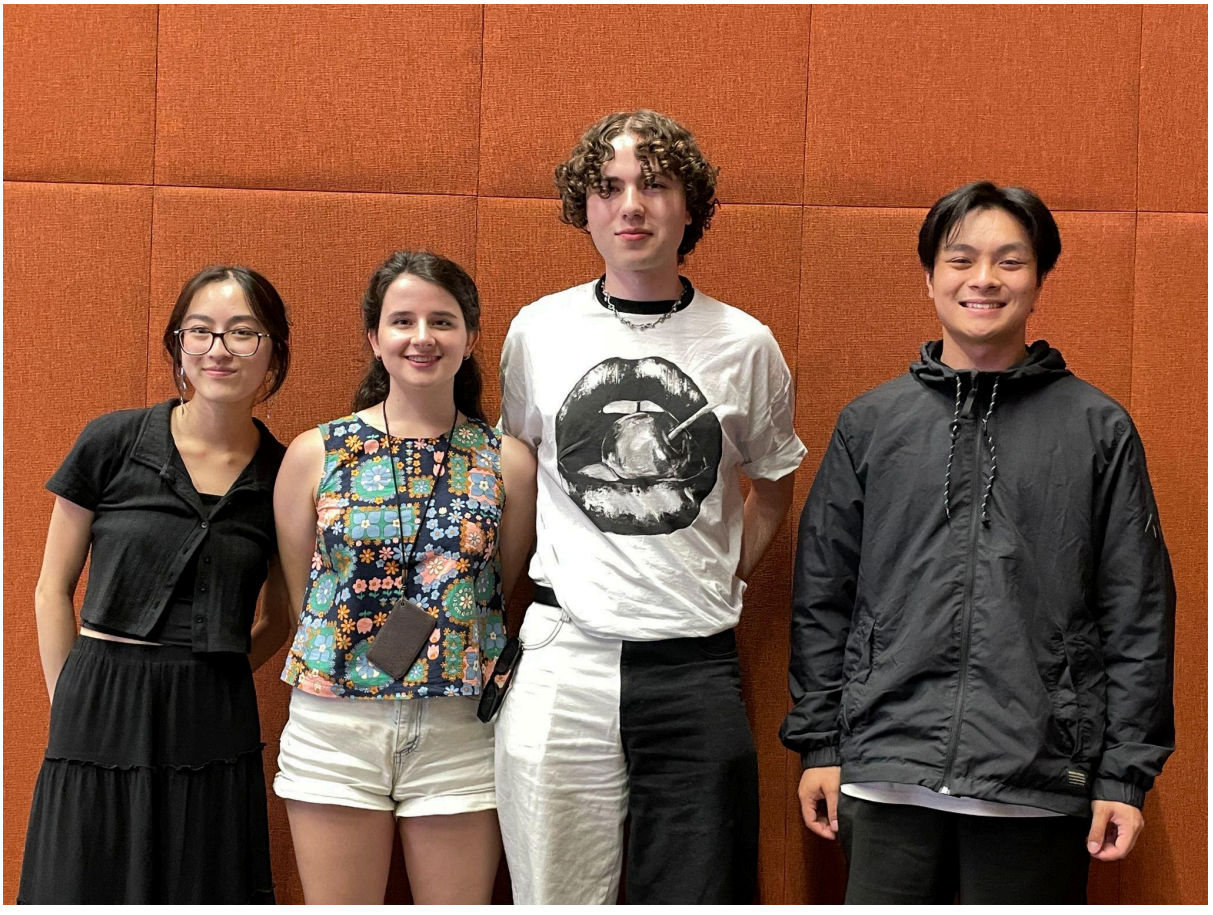
Team Members

Georgia Kanellis

Jun Hao Ng

Audrey Phommasone

Tye Samuels



Team Information

Team Membership

Audrey Phommasone

Contact	apho0008@student.monash.edu
Technical Skills	Python • Java • UI Design • Leadership • Teamwork
Fun Fact	I have started learning 7 different languages

Tye Samuels

Contact	tsam0016@student.monash.edu
Technical Skills	Python • Java • Matlab • CSS • HTML • UI Design Graphic Design • Teamwork • Leadership Communication • ASCII Artist
Fun Fact	I turn on “Show non-printing characters” on docs so I can remove floating spaces

Jun Hao Ng

Contact	jngg0122@student.monash.edu
Technical Skills	Python • Java • PHP • Unit Testing • Validation
Fun Fact	I play state level volleyball

Georgia Kanellis

Contact	gkan0011@student.monash.edu
Technical Skills	Python • Java • C++ • Matlab • Javascript • CSS • HTML Teamwork • Leadership • Communication
Fun Fact	I have 112% completion in Hollow Knight

Team Schedule

- [x] ~~Document your team's regular meeting schedule and regular work schedule.4~~
- [x] ~~Document how the workload will be distributed and managed within your team.~~

Our team is dedicated to regular, weekly meetings in order to stay updated and on top of the project. Our team meets on Tuesday from 12:00 to 14:00 in person, as well as online on Saturday from 9:00 to 10:00. These meetings are in addition to our weekly FIT3077 workshops where we also discuss and touch base.

It is important to have a clear understanding of the requirements before allocating tasks. The weekly meeting will serve as both a check-in and an opportunity to consolidate the requirements. Workload will be distributed through team discussions and managed depending on availability of individual group members. Additionally, it is important that each team member has the opportunity to contribute to all aspects of the project.

Technology Stack and Justification

- [ ] Document what programming language, APIs, and technologies are you planning to use and how this maps to the team's current expertise, and which ones you anticipate needing support from the teaching team.

- [ ] Justify your team's final choice of technologies that will be used.

- [ ] NOTE: we recommend that you do some very basic prototyping with your chosen technologies to ensure (i) everybody in the team knows how to use them (not just in theory, also in practice!) and that (ii) you can create an executable - something that will be needed for sprints 2 to 4. Ideally, you test that an executable you have created can actually be run on another computer (that does not have your set-up). You want to get this out of the way so that there will be no surprises for any of the following sprints.

- java as this is what the whole group is familiar with from previous units

- no other technologies or APIs planned (explain why)

Our team has decided to use Java as our programming language for our project, as it is better suited to Object-Oriented programming than Python, allowing us to structure our project in a more organised manner.

Our API ____

Spike (Java, ASCII)

User Stories

- [ ] Submit a list of user stories (20 to 25 stories) that covers both the basic Fiery Dragons
  - [x] ~~Audrey - 5~~
  - [x] ~~Georgia - 7~~
  - [x] ~~Jun - 5 (1 remaining)~~
  - [ ] Tye - 5 (5 remaining)
- [x] ~~gameplay and initial ideas for your own extensions. A majority of the user stories are expected to be devoted to the basic requirements for the Basic prototype.~~

GAME FUNCTIONALITY / GENERAL

1. As a player, I want to be able to enter my age so that the starting player can be selected. (Georgia)

DRAGON CARDS

1. As a player, I want to be able to select a dragon card so that my character can progress in the game. (Audrey)
2. As a player, I want to be able to see the dragon card value once I have turned it over so that I can know what I have selected. (Audrey)
3. As a player I want to be able to see which cards are available to turn over so that I can continue to progress over the board. (Jun)
4. As a player, I want to be able to choose not to pick up another dragon card so that I can have more freedom to strategise within the game. (Georgia)
5. As a player I want to be able to see which cards I have already turned over so that I may not accidentally select them again. (Jun)
6. As a player I want the cards I turned over to be face down at the end of my turn so that other players cannot see what animals are on those cards. (Jun)

BOARD / VOLCANO CARDS

7. As a player, I want to be able to see the location of the caves so that I know where I am aiming to move my character towards./ As a player, I want to be able to check how many spaces I have left until I am back into my cave so that I can check if I am able to move into the cave card. (Georgia)
8. As a player, I want to be able to see the location of my character on the board so that I can see my progression in the game. (Audrey)

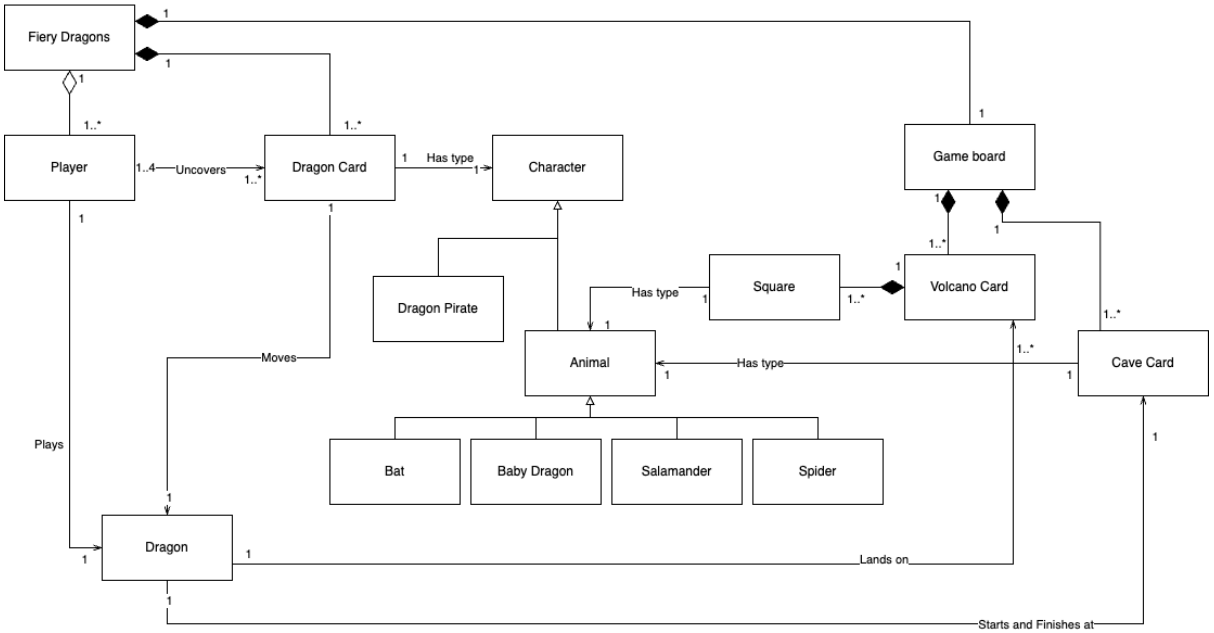
9. As a player, I want to be able to see the other players' characters so that I can see my progression in comparison to my opponents. (Audrey)
10. As a player, I want to be able to check if a game space is already occupied so that I can tell if I am able to move to that space. (Georgia)
11. As a player, I want to be able to identify the species in the space I am currently occupying so that I know which cards to aim for. (Georgia)

EXTENSIONS

2. As a game master, I want to be able to modify the number of players in a game so that more people are able to play. (Georgia)
3. As a game master, I want to be able to modify the effects of dragon cards inside the volcano so that I can increase the types of moves within the game. (Georgia)
4. As a game master I want to be able to modify the number of volcano cards in the board so that I am able to prolong the game. (Jun)
5. As a gamemaster, I want to be able to modify the number of dragon cards available so that I can adjust the difficulty of the game. (Audrey)
6. As a game master I want to be able to enable multiple extensions on the base game so that I am able to increase the quality of the game and make it more fun. (Jun)

Domain Model

- [x] ~~Design and draw a domain model that covers both the basic Fiery Dragons gameplay and the listed extension requirements specified above.~~
- [ ] Provide detailed justifications for the domain model that you come up with, with a focus on the following aspects:
    - [ ] Provide a justification for each chosen domain entity and their relationships.
    - [ ] Were there any specific choices that you had to make while modelling the domain and WHY?
    - [ ] Explain any assumptions you have made, as well as any other part of your domain model that you feel warrants a justification as to WHY you have modelled it that way.
- [x] ~~Please note that a Domain Model is NOT a UML Class Diagram - it does not have any functionality nor any attributes.~~



Domain Model Justification

Following requirements from the game instructions...

Extensions are not included in the base game domain model, but is shown to demonstrate that it is expandable. The extensions we may include:

- Additional Volcano Cards to increase the size of the board and increase the duration of the game
- Additional Dragon Cards to lower the chances for each card and adjust the difficulty of the game
- More Types of Dragon Cards to enhance the complexity of the game
- More players to increase the competitiveness of the game

In alignment with the game rules project brief we inferred from the listed

in alignment with the game rules project brief

we inferred from the listed game pieces the following objects

list the objects

as all game components are used within the game, we thus concluded that all pieces would be needed in the design diagram thing

now for the relations

delete firery dragons item it's not a thing

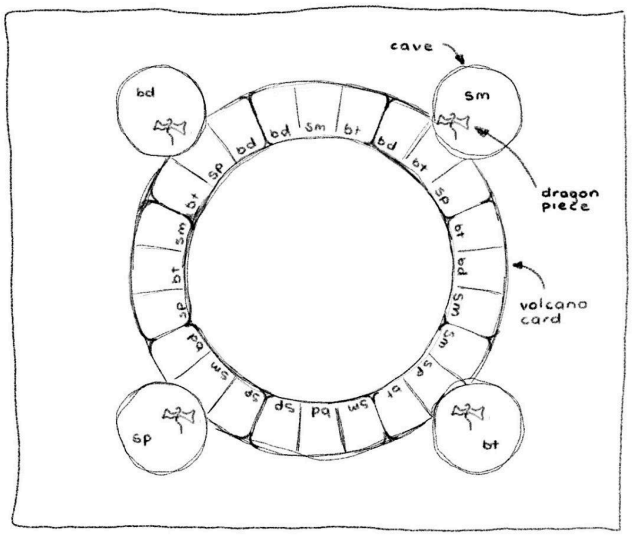
that's the whole diagram not an object

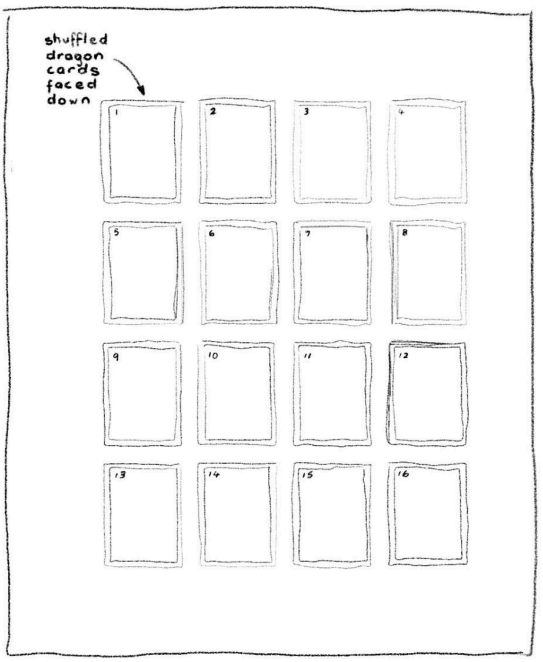
Basic UI Design

- [x] ~~Draw low-fidelity (low-fi) prototype drawings of the proposed user interface for the application.~~

- [ ] The low-fi prototypes need to demonstrate both the basic Fiery Dragons gameplay and the chosen extension requirements specified above. The prototypes should cover all the key interaction scenarios of the Fiery Dragon game (e.g., set-up of game to start, uncovering dragon cards of various types, moving of dragon tokens, winning situation) and the advanced feature(s) of your choice. This can be achieved in one large drawing space or across multiple pages. Avoid redundancy, that is, do not create multiple prototypes for the same interaction.

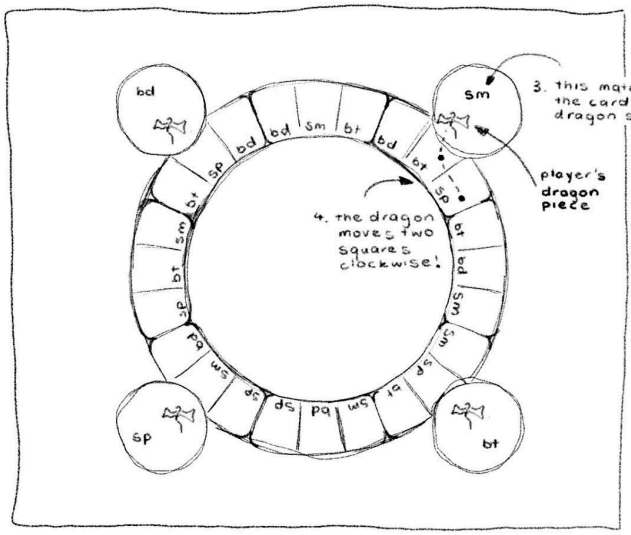
- [x] ~~All drawings should be large and clear enough to understand and any writing should be legible. You may use pen and paper, or digital drawing tools.~~

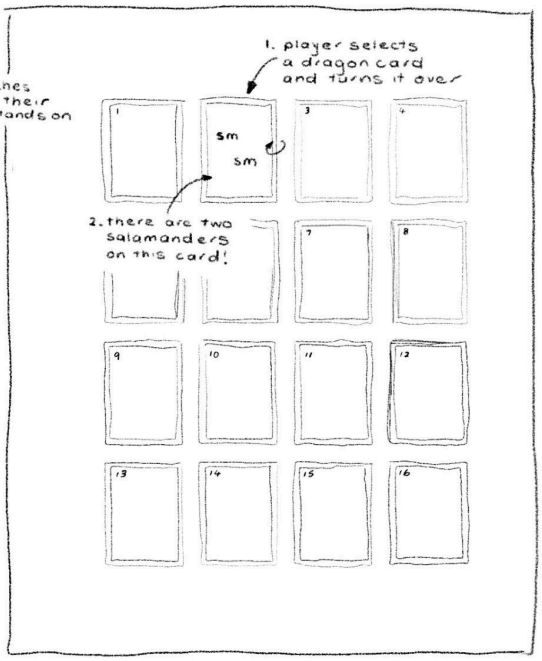




BASIC SET-UP OF GAME TO START

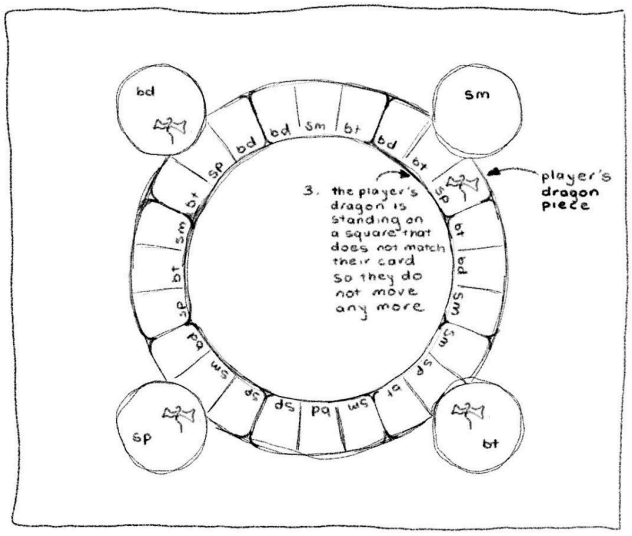
key:
sm - salamander
bt - bat
sp - spider
bd - baby dragon

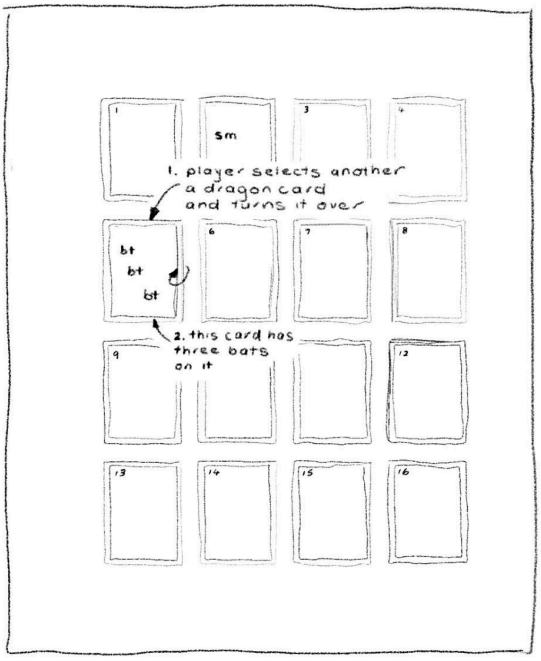




UNCOVERING DRAGON CARDS

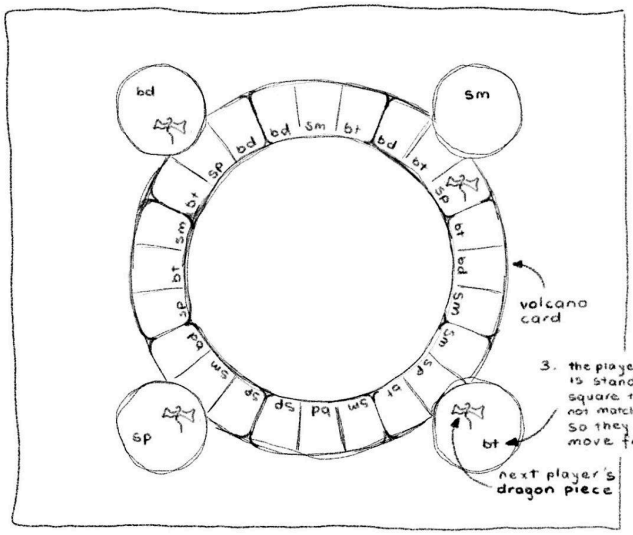
key:
sm - salamander
bt - bat
sp - spider
bd - baby dragon

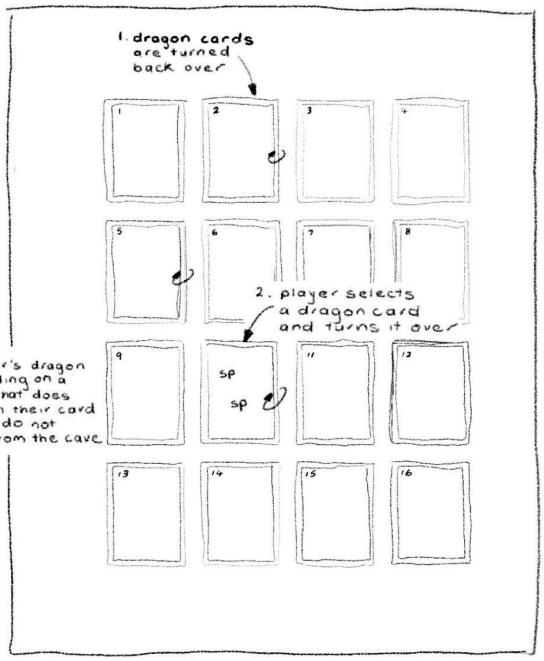




UNCOVERING DRAGON CARDS (PT. 2)

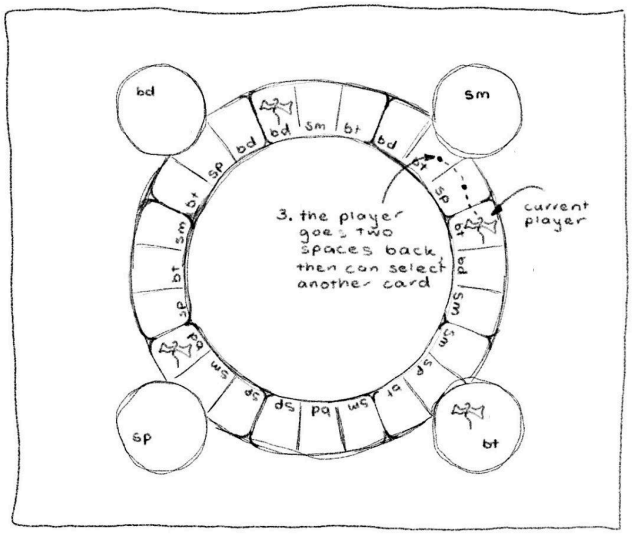
key:
sm - salamander
bt - bat
sp - spider
bd - baby dragon

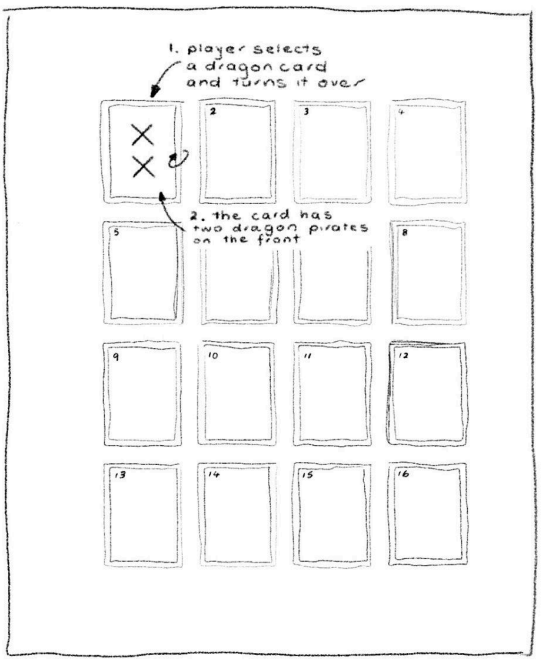




UNCOVERING DRAGON CARDS (PT 3)

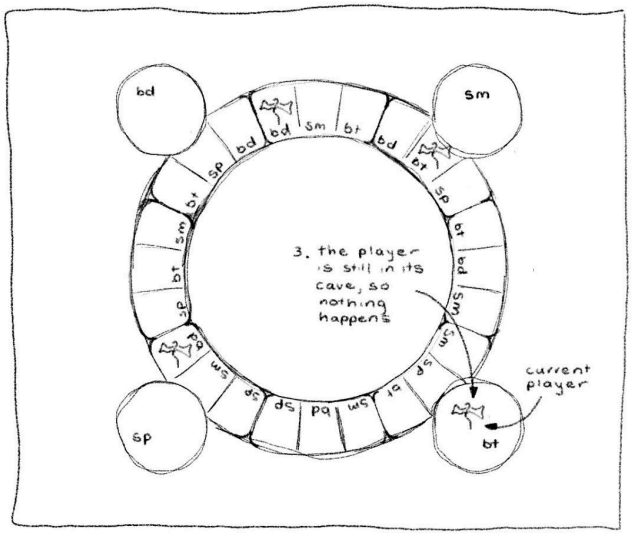
key:
sm - salamander
bt - bat
sp - spider
bd - baby dragon

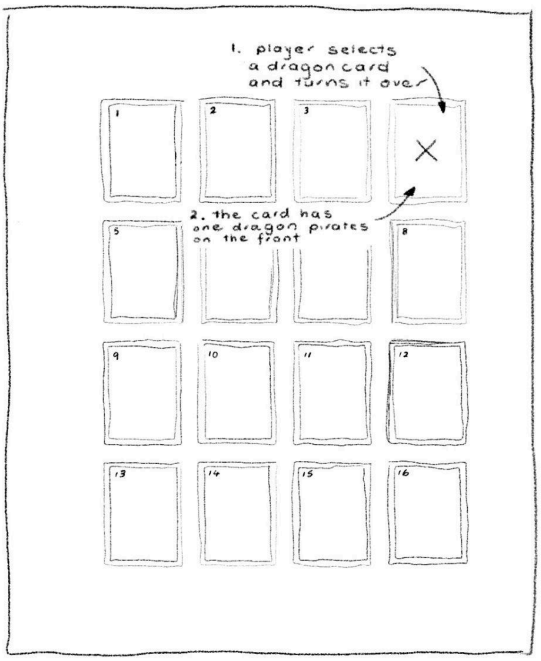




UNCOVERING PIRATE DRAGON CARDS

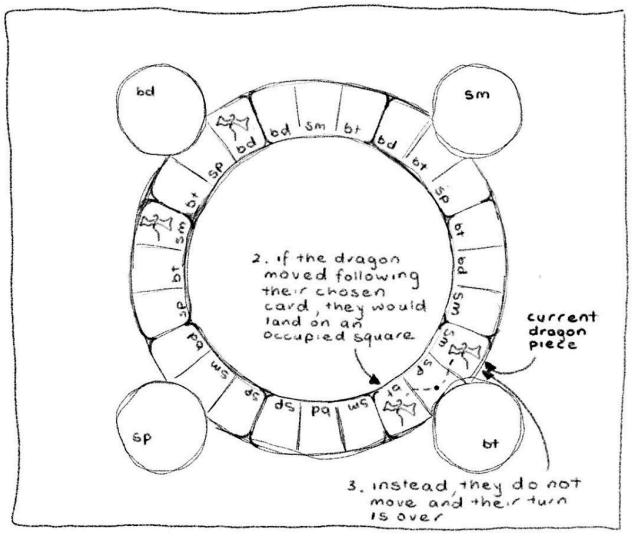
key:
sm - salamander
bt - bat
sp - spider
bd - baby dragon
X - pirate dragon

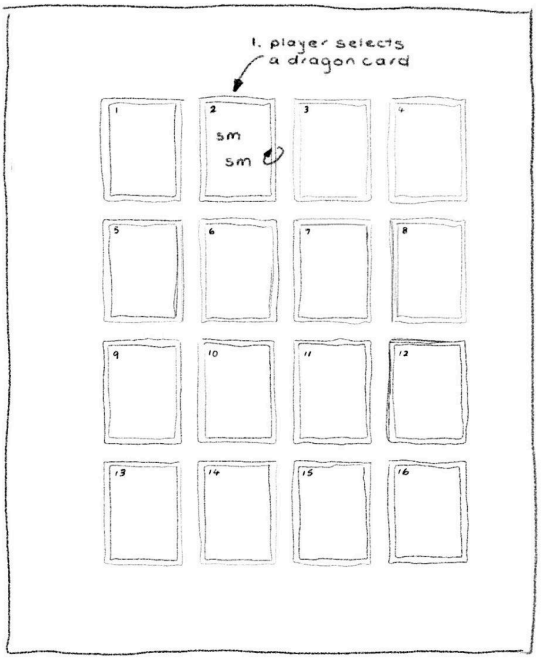




UNCOVERING PIRATE DRAGON CARDS (PT 2)

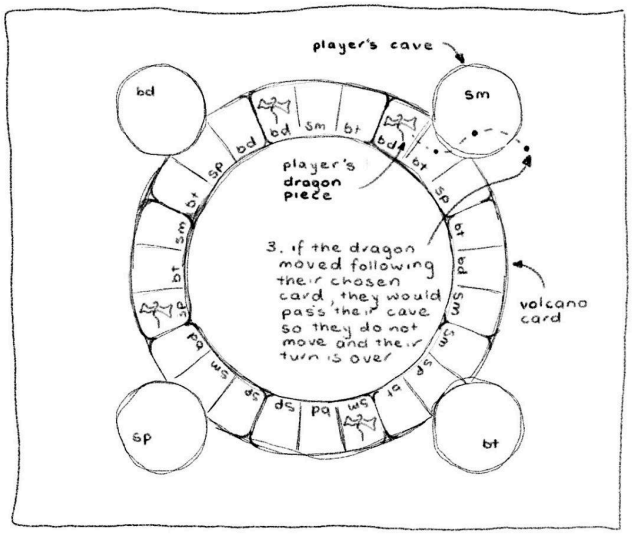
key:
sm - salamander
bt - bat
sp - spider
bd - baby dragon
X - pirate dragon

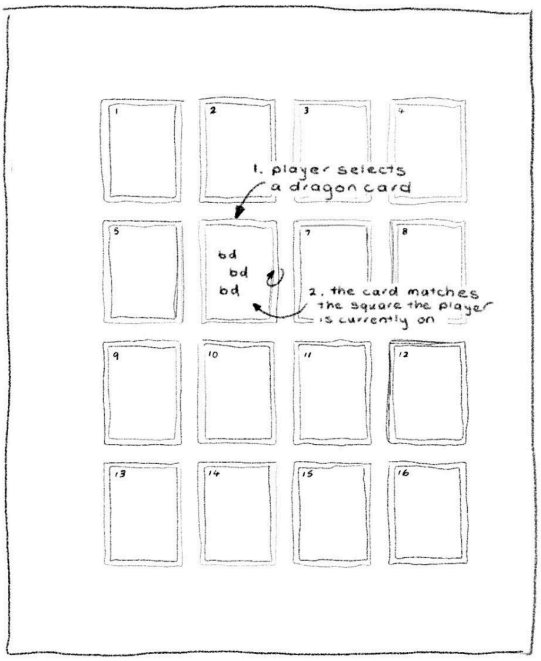




MOVING DRAGON TOKENS

key:
sm - salamander
bt - bat
sp - spider
bd - baby dragon

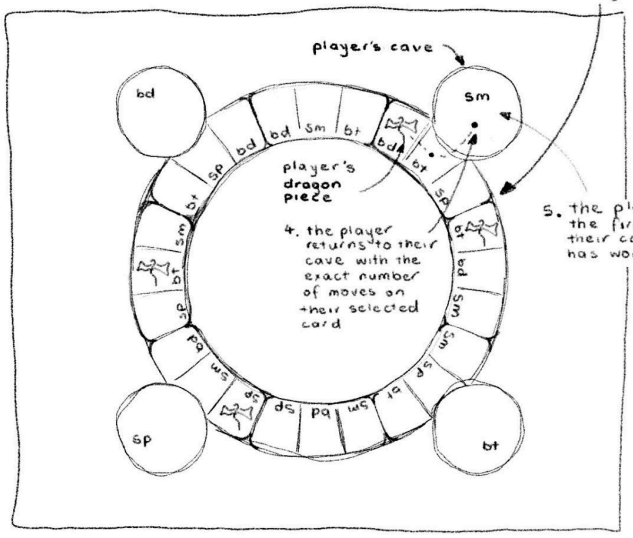




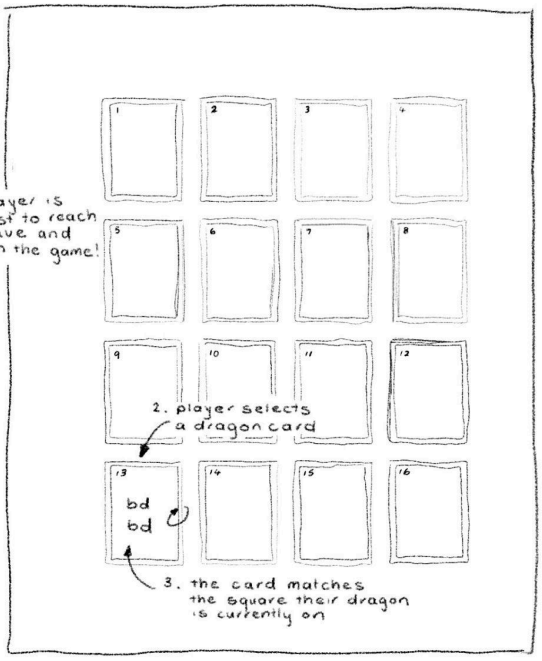
RETURNING TO THE CAVE

key:
sm - salamander
bt - bat
sp - spider
bd - baby dragon

1. the player has gone around the board clockwise



5. the player is the first to reach their cave and has won the game!



WINNING THE GAME

key:
sm - salamander
bt - bat
sp - spider
bd - baby dragon