1 Team Meetings:

January 18th from 6:00 pm - 9:30 pm (3 1/2 hours)
All team members present

January 21st from noon to ?
All team members present

2 Deliverables achieved:

1. onboarding: setup repos, Git, IDE (intelliJ/VIM)

2. determined our Github workflow

3. reviewed the rules of the game and played a mock round

4. decided that we are going to use Java and JavaFX

5. set up our re-occuring out-of-class meeting (Thursdays 6:00pm-8:00pm)

3 Action Items due Tuesday January 23rd:

1. type and share Github workflow (Carolyne)

2. look into purchasing game (Carolyne)

3. post questions on CU Learn (Akhil)

4. finalize progress report (together) - see progress report information below from prof

5. Weekly Report Template (Carolyne)

6. Set up Trello (Carolyne)

7. Meeting Sunday at noon - max 1

4 Scenarios

4.1 Basic Quest

meta-data:
Number of Players : 2
Number of cards Dealt: 12
Initial frequency : 4 weapons, 5 foes, 1 armor, 1 ally, 1 test

1. P1 draws Vanguerth Quest (3 stages)

2. P1 sponsors (stage 1 : thieves +5; stage 2 : test of Valor; stage 3: Boar + 5, horse +10)

3. P2 participates in quest (13 cards)

4. P2 plays Sir Galahad to make hand equal to 12

5. P2 turn : plays dagger; total BP = 5 rank + 15 Ally + 5 weapon = 25

6. P2 Passes stage 25 > 5

7. P2 draws card (12 cards in hand)

8. Test of Valor Revealed

9. P2 bids 3 cards from hand (9 total in hand)

10. P2 passes stage 2 : Test and draws 1 (10 total in hand)

11. P2 turn : plays horse, and amour; total BP = 10 + 10 + 15 + 5 = 50 > 15

12. P2 passes stage 3

13. P2 awarded 3 shields

14. P1 draws 7 cards and discards accordingly to maximum of 12 rule

15. P2 draws from story deck

4.2 Event : Court Call to Camelot

meta-data:
P1 : shields = 0, cards in play: Sir Galahad
P2 : shields = 3
2 players

1. P2 draws an event : Court Call to Camelot

2. P1 does nothing

3. P2 discards Sir Galahad

4.3   Event : Pox

meta-data:
P1 : shields = 0, cards in play: Sir Galahad
P2 : shields = 3
2 players

1. P2 draws an event : Pox

2. P1 losses 1 shield, but no shields are lost since shields are 0

3. P2 does nothing

4.4   Event : Pox

meta-data:
P1 : shields = 0, cards in play: Sir Galahad
P2 : shields = 3
2 players

1. P1 draws an event : Pox

2. P2 losses 1 shield (total shields : 2)

3. P1 does nothing

4.5   Event : Plague

meta-data:
P1 : shields = 0, cards in play: Sir Galahad
P2 : shields = 3
2 players

1. P2 draws an event : Plague

2. P1 does nothing

3. P2 losses 2 shields (total shields : 1)

4.6   Event : Chivalrous Deed

meta-data:
P1 : shields = 0, cards in play: Sir Galahad, rank : squire
P2 : shields = 3, rank : squire
2 players

1. P2 draws an event : Chivalrous Deed

2. P1 receives 3 shields total (total shields : 3)

3. P2 does nothing

4.7 Event : Chivalrous Deed

meta-data:
P1 : shields = 0, cards in play: Sir Galahad, rank : squire
P2 : shields = 3, rank : squire
P3 : shields = 0, rank : squire
2 players

1. P2 draws an event : Chivalrous Deed

2. P1 receives 3 shields total (total shields : 3)

3. P3 receives 3 shields total (total shields : 3)

4. P2 does nothing

4.8 Event : Prosperity

meta-data:
P1 : shields = 0, cards in play: Sir Galahad
P2 : shields = 3
2 players

1. P2 draws an event : Prosperity

2. P1 draws 2 cards

3. P2 draws 2 cards

4. discard is handled accordingly

4.9 Event : Kings Call to Arms

meta-data:
P1 : shields = 0, cards in play: Sir Galahad, rank : squire
P2 : shields = 3, rank : knight
2 players

1. P2 draws an event : Kings Call to arms

2. P1 does nothing

3. P2 discards a weapon