Spectator

The spectator actor happens when all the player in the game have got defended or forfeited, and when all the players are central processing unit(CPU). When the spectator actor is active, there will be an notification on the middle top of the screen displaying that your currently in spectator mode.

During spectator mode, the player won’t be able to use any of the battle command like move or attack, but the player is able to see the health of each of the robot’s information like health and moves, and where they are positioned on the board. The players will also be given a different command in replacement of the battle command, call viewing command. The viewing command, include: next turn, next person, hide/view fog of war, end game.

Spectator Primary scenario:

1. Spectator happen when the last human player got defended, or the game only have CPU player.
2. The game will display you’re in spectator mode
3. The game will display all the information of the current CPU that is playing
4. The viewer pressed NEXT TURN
5. The current game move on 1 turn
6. The viewer presses END GAME
7. The game end and show the end result of the game

Secondary Scenarios:

Alternate paths:

Speed up: The spectator wants to speed up the game. An button in the viewing command option. (Before step 6)

Fog of war: The spectator wants to hide or show the fog of war (The area that the players can not see). An button in the viewing command option. (Before step 6)

Speed up:

1. The viewer pressed the next person
2. The current game jump the next person’s turn

Fog of war:

1. The viewer pressed Hide fog of war
2. The game will show only what the current player is able to see
3. The viewer pressed Show fog of war
4. The game will show everything on the board.

Create game

Primary scenario:

1. Create game happens when the players click the START GAME on the main menu
2. The players click the amount of players they would like to add into the game
3. The game displays the list of player the amount players had chosen
4. The players picked Human for each of the players options
5. The players pressed Next
6. The game displays the map options
7. The players pick a Map
8. The players pressed Start Game
9. The screen goes to the in game screen

Secondary Scenarios:

Alternate paths:

Add CPU: Adding into the game (Before step 4)

Adding CPU:

1. The player picked CPU for an player’s options
2. The player clicks on one of the robot for that player

Popup for each type of robot the player clicked:

1. The list of AI controlled Robot in alphabetical order appears.
2. The player selects an robot
3. The player pressed Add
4. The AI robot goes into the slot where the player clicked

Move:

Primary scenario:

1. Move happened when the move button was clicked in the battle command.
2. All the tiles on the board that the robot is able to move to will appear green
3. The player clicks an tile
4. The Robot will move there

Attack:

Primary scenario:

1. Move happened when the attack button was clicked in the battle command.
2. All the tiles on the board that the robot is able to move to will appear red
3. The player clicks an tile
4. The Robot will attack there

Secondary Scenarios for Move and Attack:

Alternate paths:

Cancel command: The player want to cancel the command. (Before step 3)

Cancel command:

1. The player can press ESC, or click Cancel
2. command Cancel

Winning Game

Primary Scenario:

1. Winning Game happens when all the enemy player or CPU have been defended
2. The game displayer an VICTORY screen with information on the game, each player’s move and attack. Also show the log of all the players?
3. The Player pressed End Game
4. The game goes to the menu

Losing game?

Register Primary Scenario:

The register scenario is for adding tanks into the game from local file.

1. Register happens when the user clicks Local Import
2. A file loader would appear, showing all the robot team files that is in the robot team file
3. User select the Team
4. User pressed Accept

Enumerate Primary Scenario:

The enumerate scenario take the robot team from the server, take their statistics and display them in a list for the user to pick from.

1. Enumerate happens when the user clicks Server Import
2. A popup would appear displaying all the team of robot that is stored on the server, each robot team on the list would show the team name, wins, match played, win/loss ratio, and version.
3. The user is able to sort the list of robot by clicking either Team, Name, Win, Matches Played, or Win/Loss Ratio.
4. User select the Team
5. User pressed Add Team

Secondary Scenarios for Enumerate

Alternate paths:

Duplicate: A retire popup would appear (After Step 5)

Duplicate:

1. The duplicate happens when the user try to add a team with a name that have already been taking in the game
2. The retire primary scenario happen
3. If the user decide to press freeze, go back to step 5 of the Primary Scenario. If the user decide to press cancel, go back to step 4 of the Primary Scenario.

Download Primary Scenario:

Download scenario is for when the user decides to add a robot team, the system would download the robot team am place it into the local robot folder.

1. Download happens when the user click the Add Team
2. The system would download the robot from the server, providing an robot record so the simulator can run it

Retire Primary Scenario:

Retire scenario is for when the user decides to remove a robot team from the game, but not delete the team file.

1. Retire happens when the user decide to remove an robot team
2. A popup would appear displaying the robot team that is going to be freeze with its statistics, with two option, Freeze and Cancel
3. The user pressed Freeze
4. The game would freeze the team, making the team’s name available for use

UpdateStats Primary Scenario

UpdateStats happens when the game end, and the Victory Box appears. The game would update all robot team’s statistics, individual robot survived and destroyed, team win or lost, damage inflicted and absorbed, distance traveled, and shots fired.