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**Executive Statement (WIP)**

The purpose of this project is to create a multiplayer board game in Java. The board game will require players to take turns moving and attack with a team of three robots. Once there are only one player’s robots remaining, they are declared the winner. The system must support one or two human players, as well as up to six AI-controlled players. The board itself is hex-based and must have functionality for choosing the number of players. As well, the user must also be able to select a board size of five or seven based on the number of players. If there are no human players in game, user must be able to spectate the AI’s gameplay.

**The user-interface**

The user-interface will be split into two parts, the menu and in-game. The menu must have functionality for starting a game with the user-chosen player number and board size. The menu must also have functionality for downloading and updating robots, as well as configuring robot teams. On top of this, the menu must also contain an option for exiting the application.

In-game, the UI must have an indicator of the current player’s turn. As well, it must have indicators for the current player’s team of robots and their individual statuses (health, range, movement). In-game, there must also be a button for attacking and moving. It should have an indicator telling the user they are playing, waiting, or spectating.

**Actors and their scenarios**

We have narrowed down the actors for our system to four: the players, AIs, spectators, and the robot librarian. We have identified thirteen primary scenarios and XXXXXXXX SECONDARY SCENARIOS FILL THIS IN LATER BASED ON THE REST OF THE GROUP

**Hardware/Software**

The system will be programmed entirely in Java, making use of the AspectJ extension. As per assignment requirements, the system must compile and run on the U of S’ *tuxworld*. The system will make use of the JSON file format for downloading and updating robots.

We are team C4, made up of Yu, Ixabat, Daniel, Kevin, and Brandon. Each member has their own unique skillset that makes us an overall well-rounded team. Decisions are decided in a democratic fashion with emphasis on member-input. Communication is frequent and meetings are organized multiple days a week to ensure members are up-to-date on current objectives. Our team is making use of Git as our form of version-control.

**Wrap-up**

This requirement document marks the completion of the first phase in our software-engineering process, and is the first of four deliverables our team will be submitting.