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**Executive Statement (WIP)**

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.

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 an edge 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 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 robots and 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.

The user-interface

Actors and their scenarios

Secondary Scenarios

Hardware/Software

Wrap-up