

## **Expected Behaviors**

### ***Expected Player Movement Behavior:***

The player will be able to lock in one move per turn and may not reselect after choosing. The player will not be able to select a move again until the next turn.

### ***Expected Non-Player Character Behavior:***

The moderator will start the players at 50 points. It will count down from 30 seconds each turn and play the results of that turn when either the timer reaches zero or all players have locked in a move.

### ***Expected Player versus Player Interactions:***

Players will be awarded precedence by order of locking in. Players will be awarded three to seven points based on the level of non-offensive move made. Players will score five extra points if performing the same move as an opponent, but locking in first. Players will steal an opponent's points and reduce him by twice that amount if countering his move with an offensive move of the same number. If a player attacks another player with an offensive move, whichever player selected the lowest number move wins the engagement (points awarded and deducted based on the level of the move).

### ***Expected End of Game Behavior:***

If one player reaches 100 points, that game ends and that player is the winner. If a player is reduced to zero points, that player is eliminated from the game. If all but one player is eliminated, the last player standing is the winner.

***Expected Non-Player Character Behavior***

1. Does each player start with 50 points?

Yes No Notes:

2. Does a timer count down from 30 and initiate the round results when it reaches 0?

Yes No Notes:

3. Does the round initiate immediately after all players have locked in?

Yes No Notes:

4. Is the player eliminated when reaching zero points?

Yes No Notes:

5. Does the game end with a winner upon a player reaching 100 points?

Yes No Notes:

6. Does the game end with a winner upon all but one player being eliminated?

Yes No Notes:

***Expected Player versus Non-Player Character (NPC) Interactions***

1. Is player precedence decided upon order of locking in?

Yes No Notes:

2. Is the player awarded extra points for selecting the same move as an opponent first?

Yes No Notes:

3. Does the player steal an opponent's points for selecting the same level offensive move against him?

Yes No Notes:

4. Is that opponent's points reduced by double that amount?

Yes No Notes:

5. Do players win offensive engagements based upon selecting a lower level move than their opponent?

Yes No Notes:

6. Is the player awarded the correct number of points based on a non-offensive move?

Yes No Notes:

***Expected Player Behavior:***

1. Is the player only allowed one move per turn?

Yes No Notes:

2. Is the player not allowed to reselect a move?

Yes No Notes:

3. Is the player unable to select a move until the start of the next turn?

Yes No Notes: