Specifications document

Prepared by: Justin Aukamp, Robbie Moore, Ian Boll

Date: 5/9/14

Period: 5

Objective

Create a computer version of Settlers of Catan for 3-4 human players (with an option for play against computers if we have the time)

Background

Catan is a board game played by 3-infinite people limited by the size of the standard board to 4. (may work on extended or customizable board if we have time) players will be able to create towns/cities, roads, development cards to race to 10 victory points (or 12 with four players).

Specifications

1: players will be stored in their respective class. The class will store:

* Players build color
* each player’s respective resources
* number of victory points
* number of development cards
* number of knights
* whether they have the largest army
* whether they have the longest road

2: classes to store the board state:

* nodes for roads and cities
* cities store their value
* cities store their resources provided
* cities check if they are capable of being built
* roads and cities both store their owners

3: creation of the board itself:

-the board will be build with either 26 or more tiles (more if we make a more complex board as time allows)

-the board will create nodes as needed to build the board

4: the tiles will store their resources

5: the main menu will:

-allow for choosing number of players

-allow for choosing board (if we get to building more complex boards)

6: the trade menu will allow choice of commodities to buy/sell and choose person to trade with

7: the build menu will allow players to use their resource to buy cities and roads

Project Team and Division of Labor

Justin – building the game

Ian - building the game

Robbie – putting together the UI, as well as some work on the rest of the game.