Specifications document

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Objective

Create a computer version of Settlers of Catan that people can play (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 5. (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 (depending on # of players and board size) .

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

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 interactive UI game board with GlassPane.