CS 451 term project presentation

Rory, Ben, Bruce, Tom, Denisa

Team member roles

Rory – Admin/Group Leader, Engine Designer
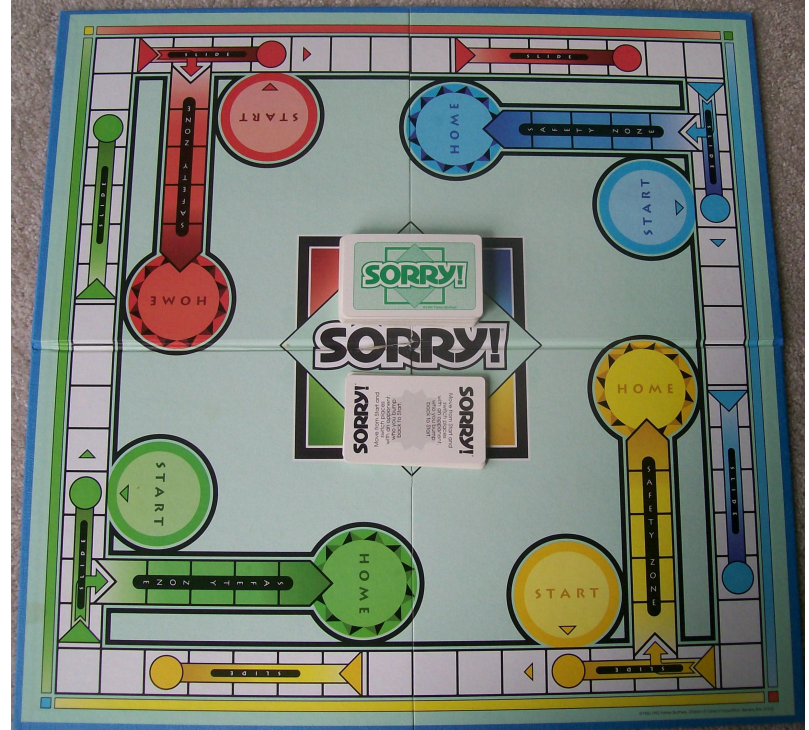
Ben – Co-Pilot, Interface Programmer

Tom – Main Documentor

Bruce – Tester

Denisa – Tester, Documentor

Our program: a clone of *Sorry!*

- A virtual board game.
- In Java, for desktop computers.
- Using different name due to Hasbro trademark.

Main menu

Apologies

New Game

Quit

Player Setup

- Choose two to four players
- Enter player names
- Choose who goes first. (Play proceeds clockwise.)

Player Setup

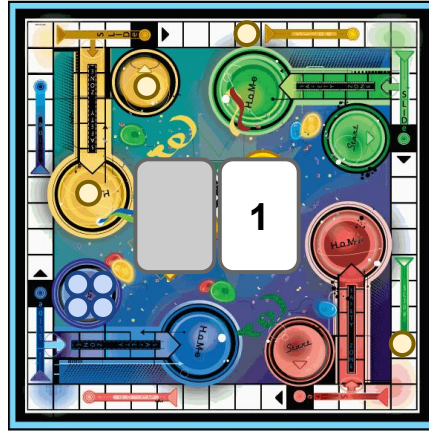| Playing	First		Name
☑	⦿	🟥	
☐	○	🟦	
☑	○	🟨	
☐	○	🟩	

Cancel   Start

At game start

- Each player starts with 4 pawns
- The objective is to get all 4 pawns home
- Movement by drawing cards; can only move out of Start on 1 or 2

✓ can move
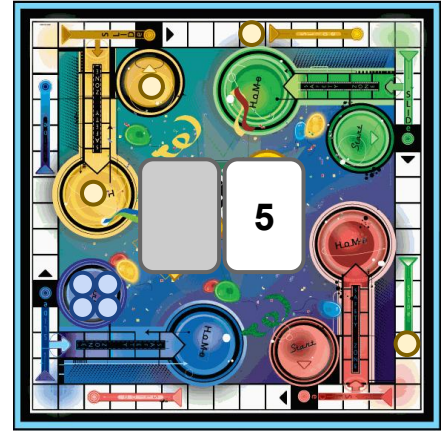
✗ can't move

At turn start – draw a card

At the start of every turn, the player must draw a card by clicking the deck. The drawn card will then be placed next to the deck.

Apologies

⬛ John Smith's turn

Draw a card.
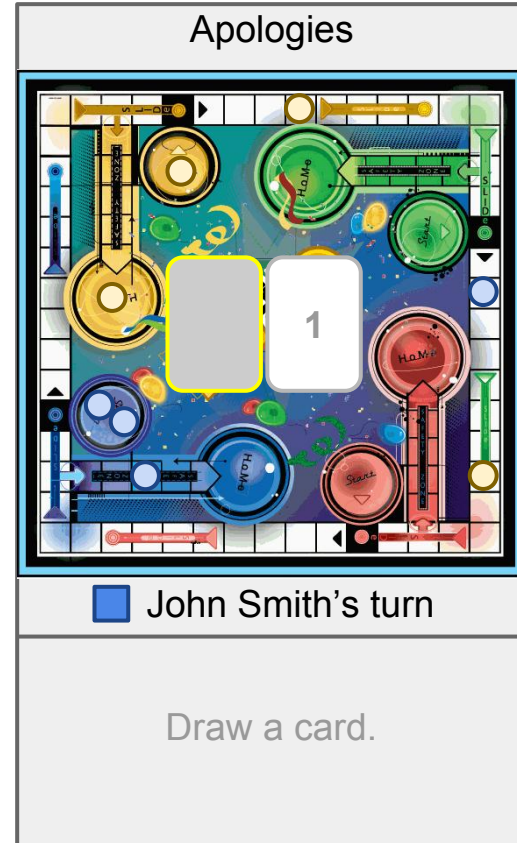
Bumping

If you move past a pawn, you count it as a normal space. But if you land *on* another player's pawn, that pawn is sent back to the start. ("Apologies.")

Apologies

John Smith's turn

Move forward 5.
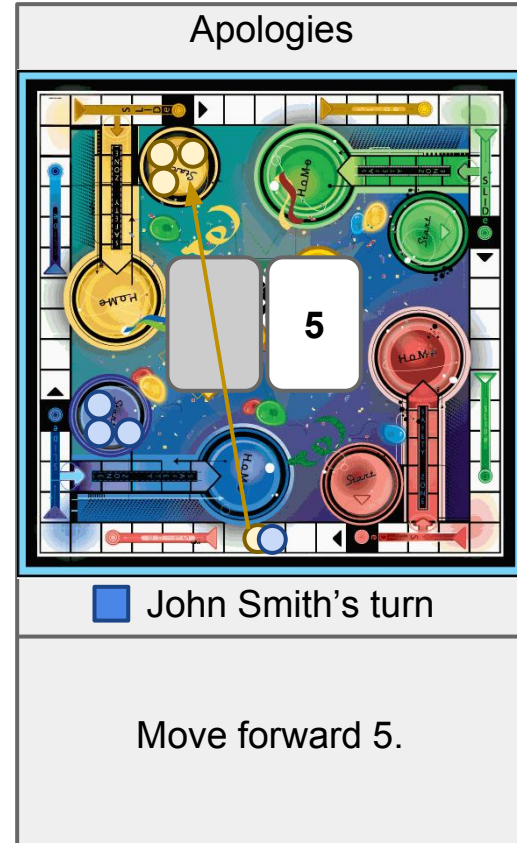
Sliding

If your piece lands at the beginning of a slide that is *not* your color, it slides to the end of the slide, bumping *any* pawns in the way.

Apologies

John Smith's turn

Move forward 5.
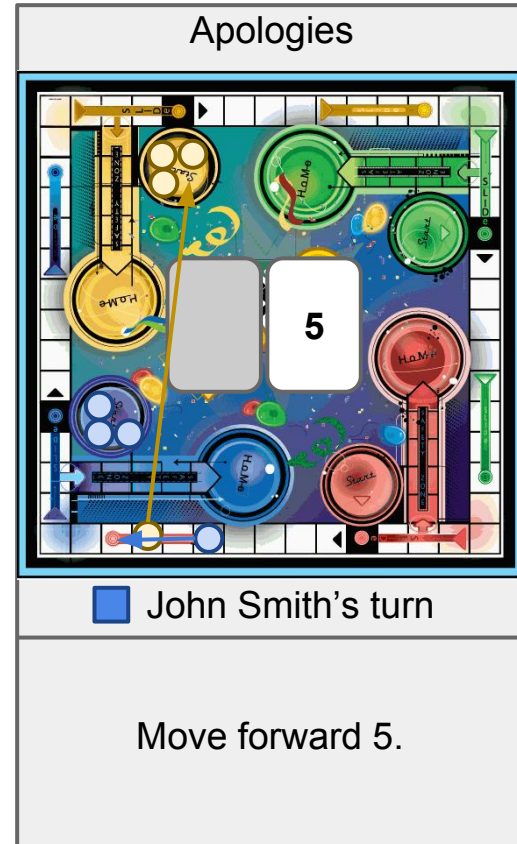
1 card

Either start a pawn
OR move one pawn
forward 1 space.

Apologies

John Smith's turn

- forward 1
- start a pawn
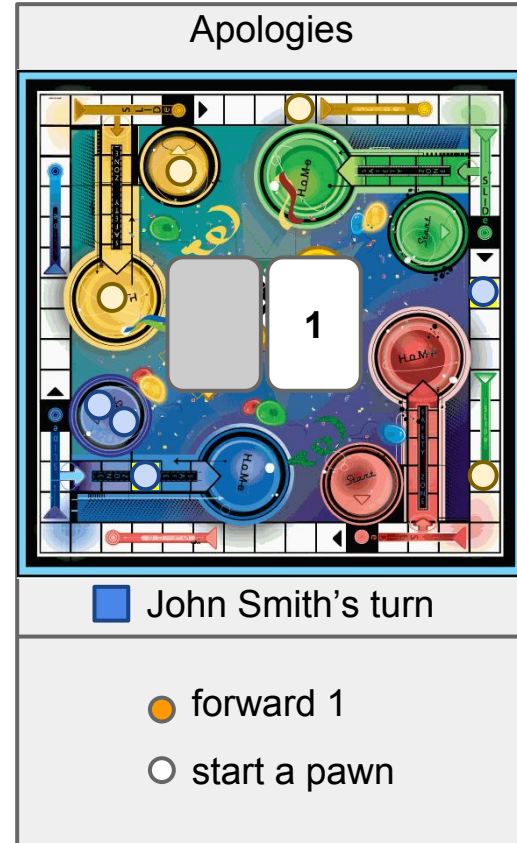
2 card

Either start a pawn OR move one pawn forward 2 spaces.

DRAW AGAIN and move accordingly.

Apologies

2

🟦 John Smith's turn

🟠 forward 2
⚪ start a pawn
You will take another turn after this one.
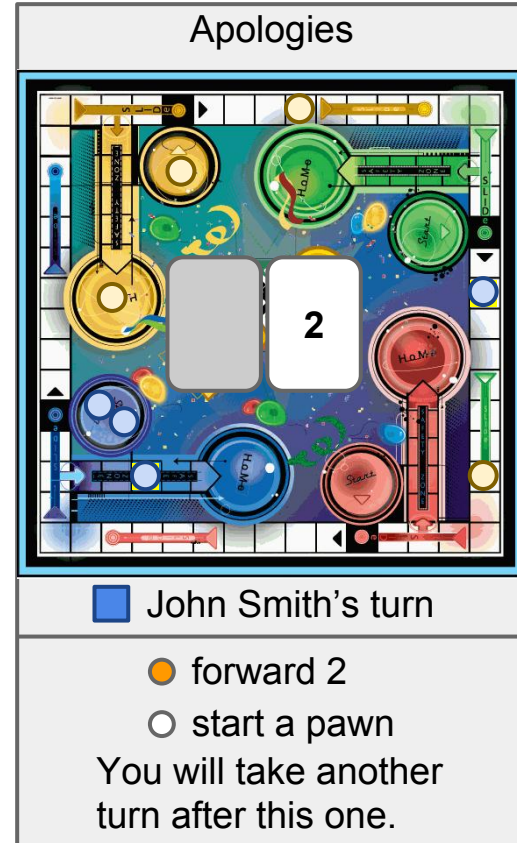
3 card

Move one pawn forward 3 spaces.

Apologies

John Smith's turn
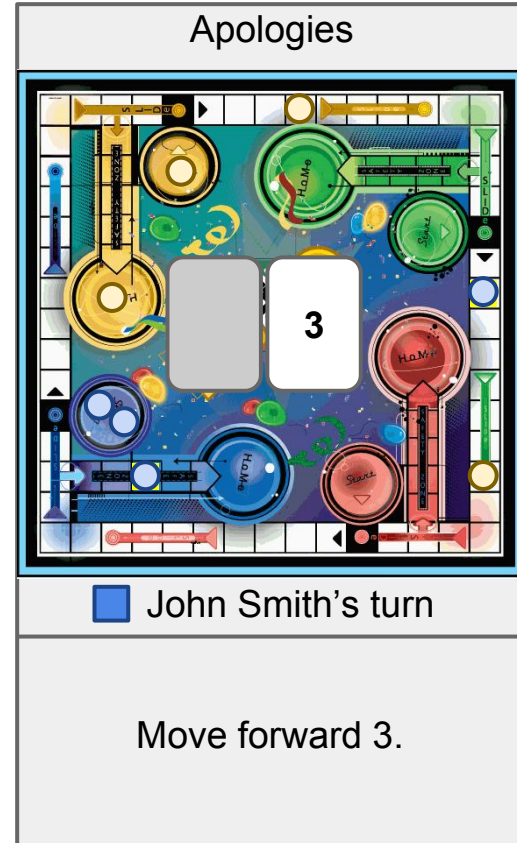
Move forward 3.

4 card

Move one pawn backward 4 spaces.

Apologies

John Smith's turn
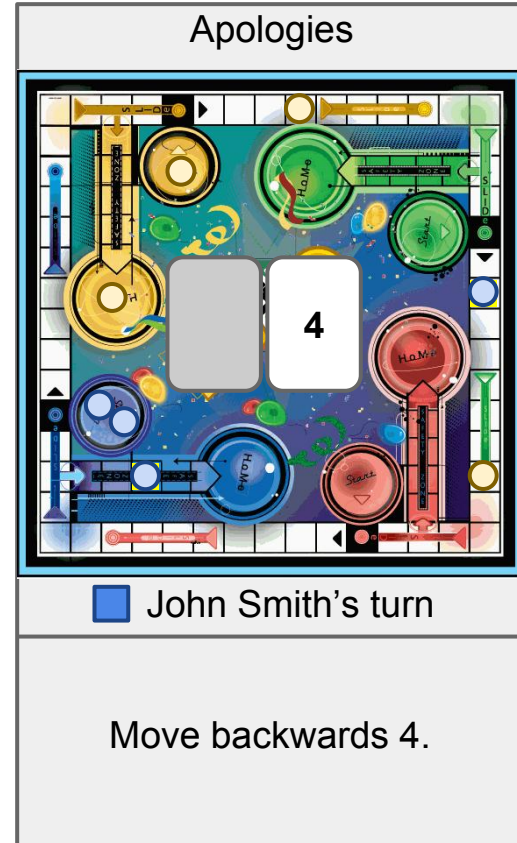
Move backwards 4.

5 card

Move one pawn forward 5 spaces.

Apologies

John Smith's turn
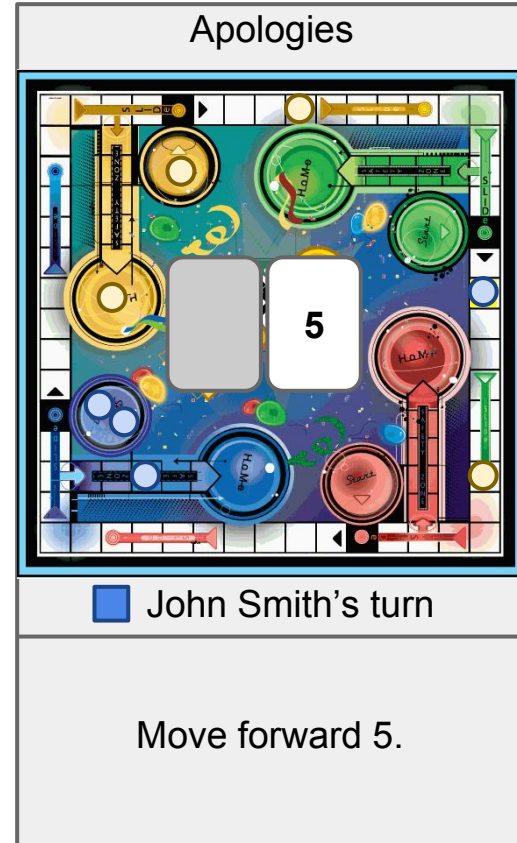
Move forward 5.

7 card

Either move one pawn
forward 7 spaces—
OR split the forward
move between any
two pawns.
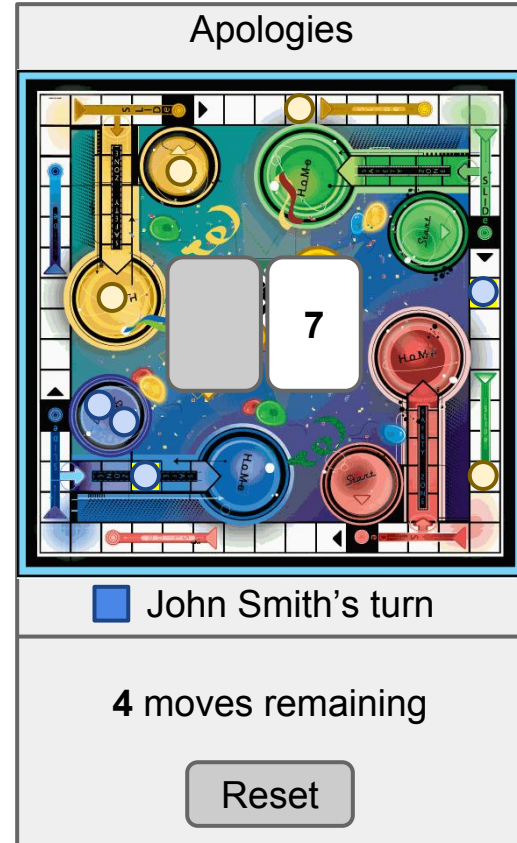
8 card

Move one pawn forward 8 spaces

Apologies

🟦 John Smith's turn

Move forward 8.
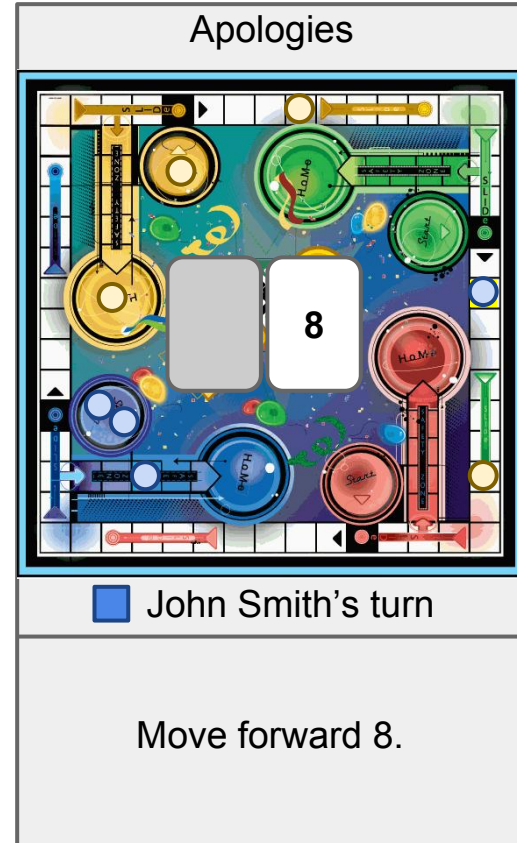
10 card

Either move one pawn forward 10 spaces—OR move one pawn backward 1 space

Apologies

John Smith's turn

○ forward 10

● backward 1
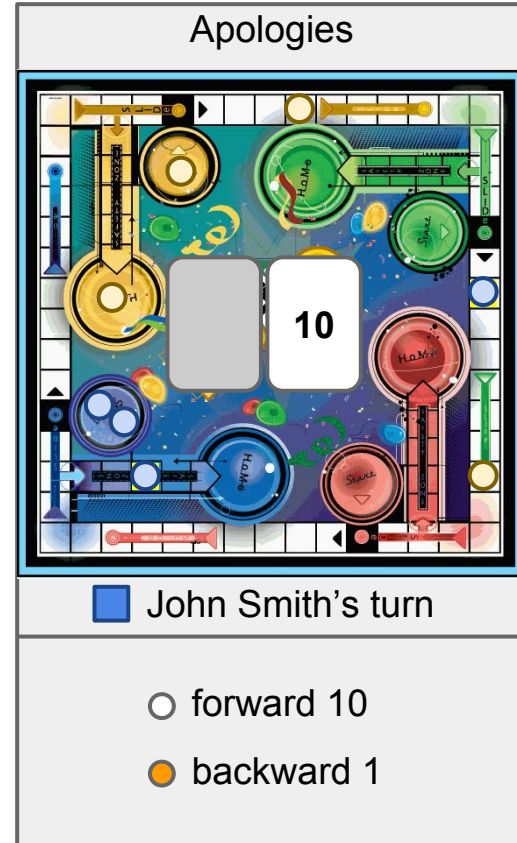
11 card

Either move one pawn forward 11 spaces—OR switch any one of your pawns with one of any opponent's.

Notes:

- You may forfeit a switch if you wish and it is impossible to move forward 11 spaces
- You may only use 11 for pawns in the open track
- If your switch landed you at the beginning of an opponent's slide, slide to the end

Apologies

11

John Smith's turn

○ forward 11

○ switch with opponent
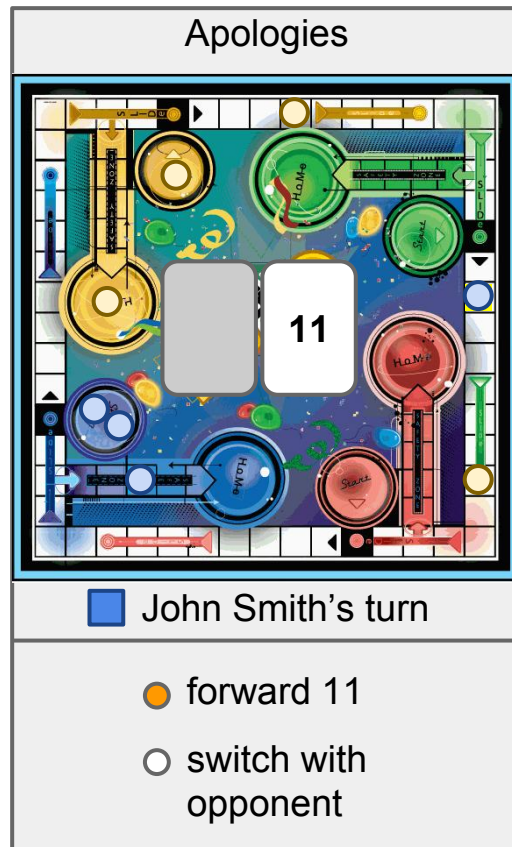
12 card

Move one pawn forward 12 spaces
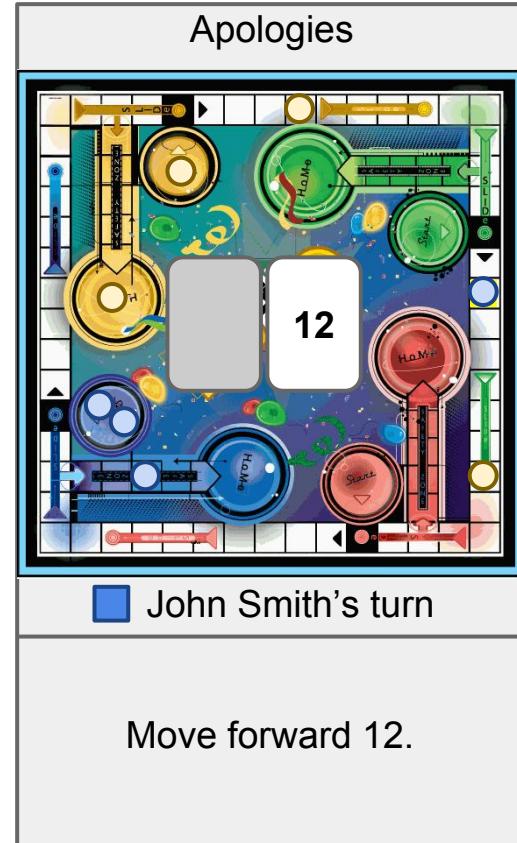
My Apologies card

- Take one pawn from your START, place it on any space that is occupied by any opponent, and BUMP the opponent's pawn back to its START.
- If there is no pawn on your START or no opponent's pawn on any space you can move to, you forfeit the move

Apologies

🟦 John Smith's turn

Choose a pawn to bump and replace with a pawn of yours from Start.
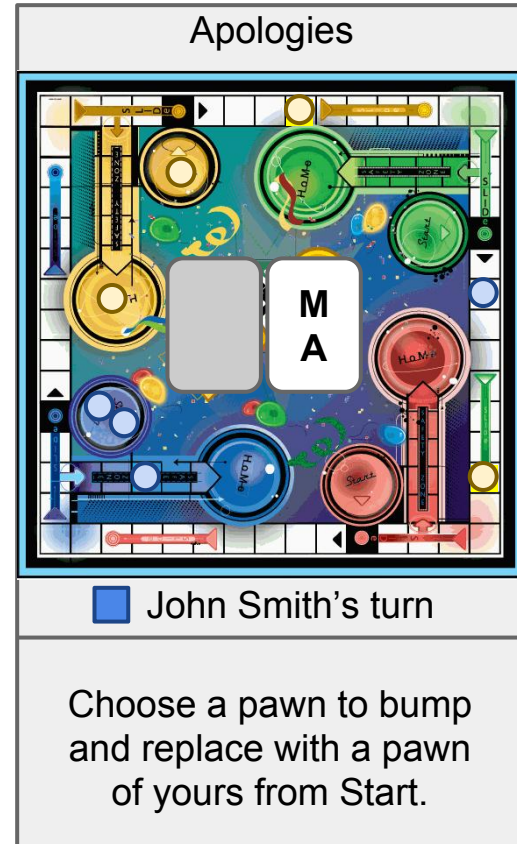
Highlight destination on hover
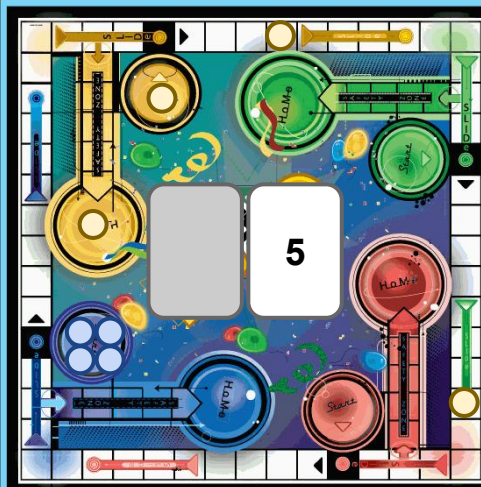
When a piece that can move a number of spaces is hovered over, the destination space is highlighted.

Apologies

John Smith's turn

○ forward 10
● backward 1
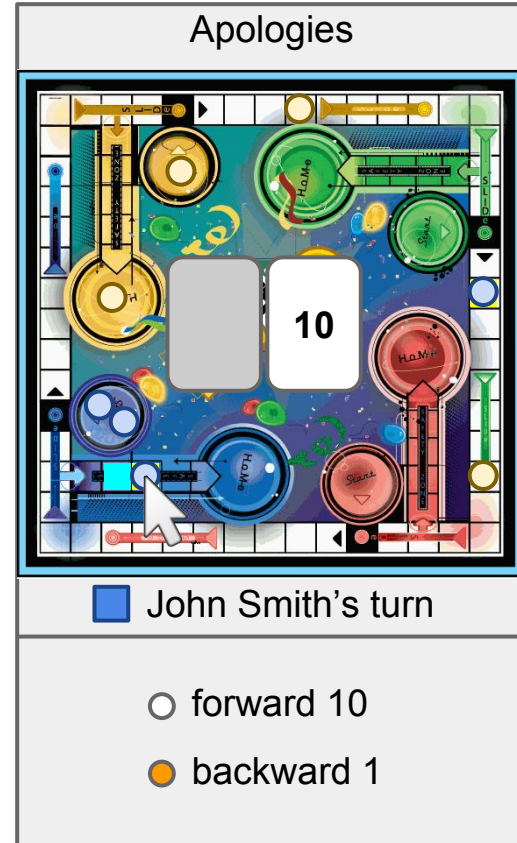
If can't use drawn card

If you are unable to legally use any effects of the drawn card, you can do nothing but end your turn.

Apologies

John Smith's turn

You have no way to play this card.

End Turn

Exiting an in-progress game

There will be a "Game" menu in the menu bar with a menu item "Exit Game". That would return you to the main menu.
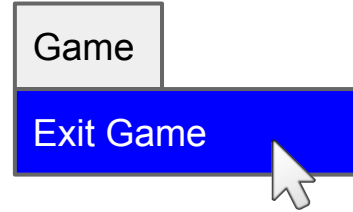
Game end screen

- "Restart" starts again with the same players
- "New Game" goes to Player Setup

Team Schedule

- Following Agile Methodology
- Four two-week sprints
- Milestones (HW assignments) at the end of each sprint
- Finished by end of week 9

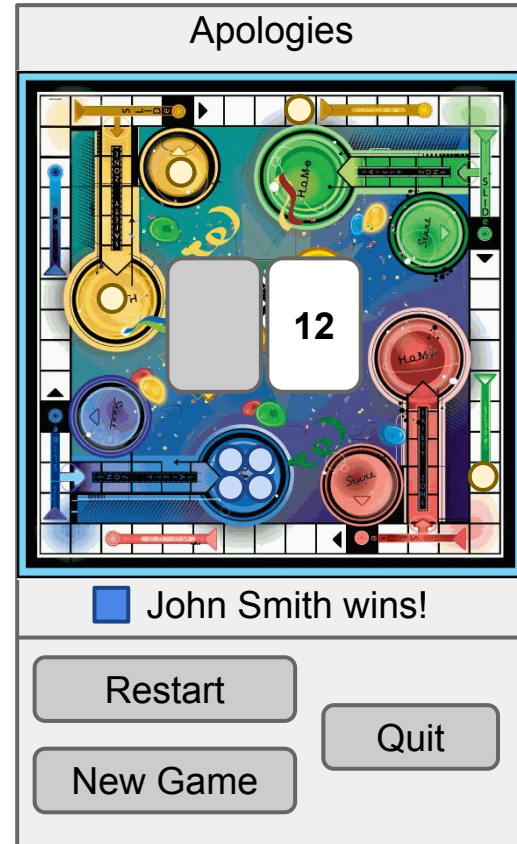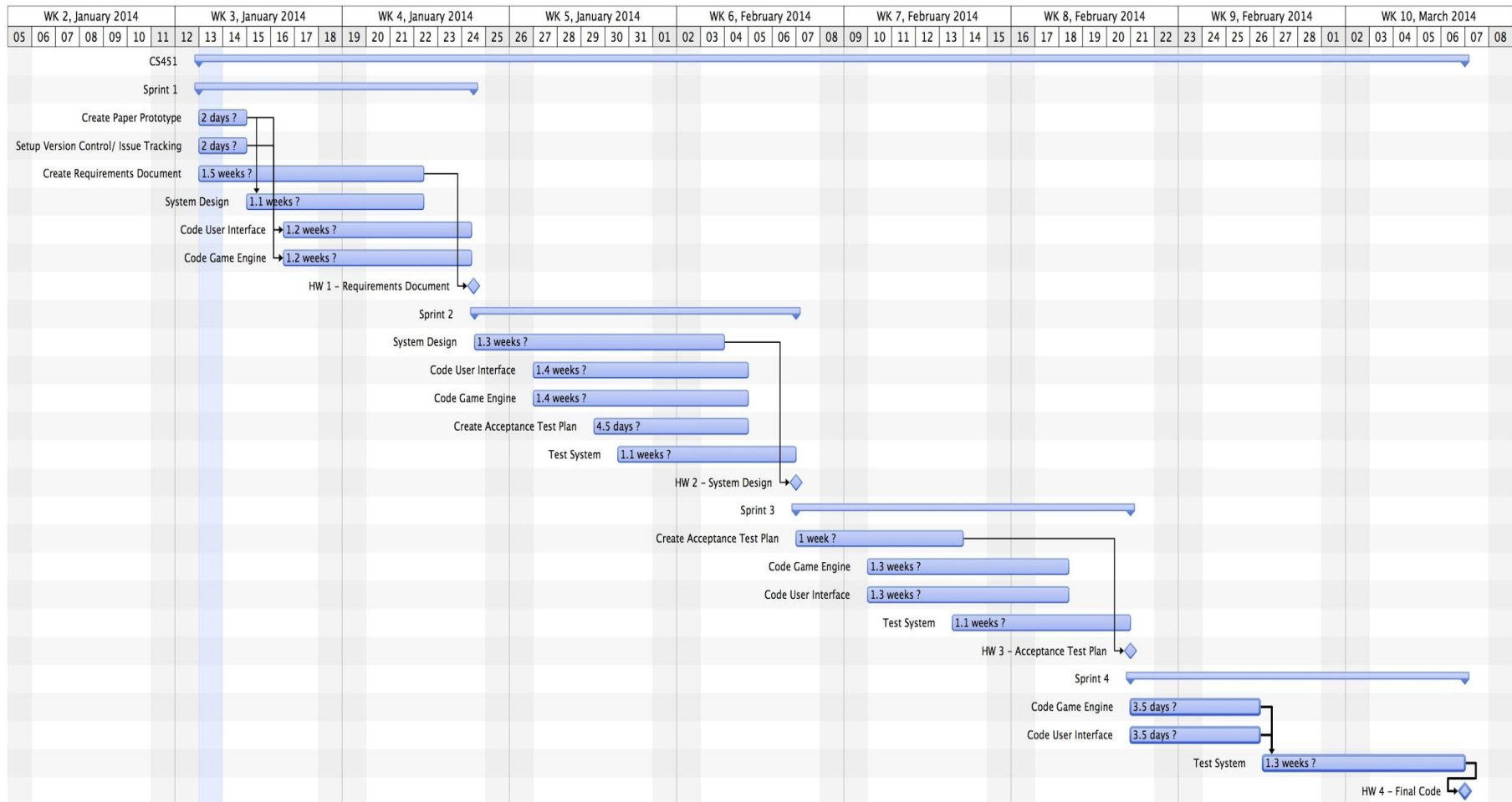| Task	Duration	Timeline
CS451		
Sprint 1		
Create Paper Prototype	2 days ?	
Setup Version Control/ Issue Tracking	2 days ?	
Create Requirements Document	1.5 weeks ?	
System Design	1.1 weeks ?	
Code User Interface	1.2 weeks ?	
Code Game Engine	1.2 weeks ?	
HW 1 – Requirements Document		
Sprint 2		
System Design	1.3 weeks ?	
Code User Interface	1.4 weeks ?	
Code Game Engine	1.4 weeks ?	
Create Acceptance Test Plan	4.5 days ?	
Test System	1.1 weeks ?	
HW 2 – System Design		
Sprint 3		
Create Acceptance Test Plan	1 week ?	
Code Game Engine	1.3 weeks ?	
Code User Interface	1.3 weeks ?	
Test System	1.1 weeks ?	
HW 3 – Acceptance Test Plan		
Sprint 4		
Code Game Engine	3.5 days ?	
Code User Interface	3.5 days ?	
Test System	1.3 weeks ?	
HW 4 – Final Code		

Timeline header:
- WK 2, January 2014: 05 06 07 08 09 10 11
- WK 3, January 2014: 12 13 14 15 16 17 18
- WK 4, January 2014: 19 20 21 22 23 24 25
- WK 5, January 2014: 26 27 28 29 30 31 01
- WK 6, February 2014: 02 03 04 05 06 07 08
- WK 7, February 2014: 09 10 11 12 13 14 15
- WK 8, February 2014: 16 17 18 19 20 21 22
- WK 9, February 2014: 23 24 25 26 27 28 01
- WK 10, March 2014: 02 03 04 05 06 07 08

Optional features, if have time

- rotate board to face current player
- sound effects
- keyboard shortcuts
- support the 5-card hand rules "for adults"

- AI players
- save and load in-progress games
- networked multiplayer