

Contact Info

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Software Quality Assurance Features:

Note: Player refers to both the User and the AI

- All of the basic functionality of the rules outlined in the rulebook
 - Rule Book Link:
http://ascensiongame.com/wp-content/blogs.dir/3/files/2013/04/CotG_Rulebook.pdf
- A functional GUI that the user can interact with to play the game
- A functional AI that plays against the player
- (3) Different levels of difficulty for the AI
- The software will be implemented in Java
- Automated game handling
- Points will be displayed as integers, for all players
- The amount of points/gems available will also be displayed
- Can have up to 4 players, user included
- Decks are queues
- Discard, Board, Player Constructs, Player Hand will be an Array
- Card will be an interface, and each type of card will be a class
- Abstract class for Hero & Construct (Playable)
- Card -> Type (Playable & Monster) [interface] -> Different classes (Monster, Hero, Construct, Starting Cards) (Hero, Starting Cards, Construct will have Abstract Class Playable)