

Project Title:

31 - Settlers of Catan

Team Members:

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Brandon Boylan-Peck

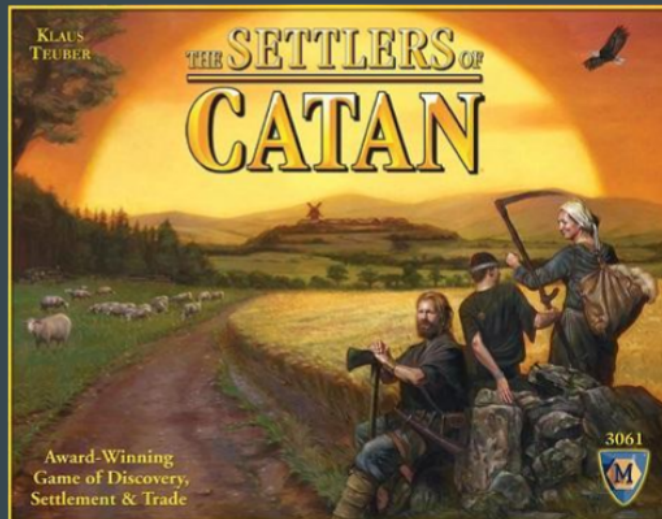
Gene Zhang

Part 3 – Presentation

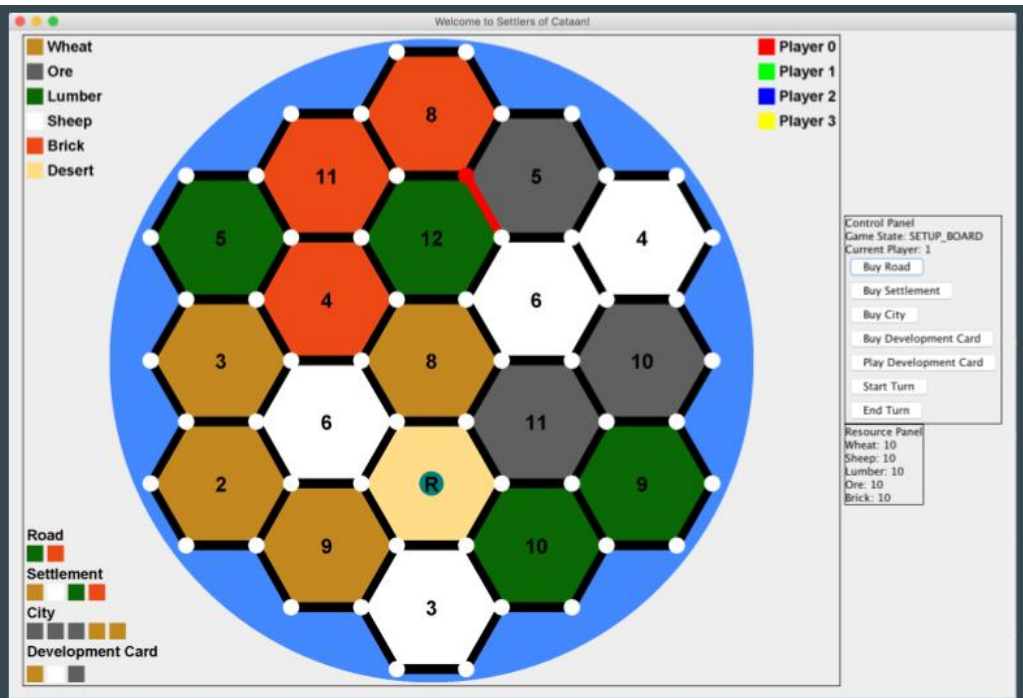
I. Slides

Settlers of Catan

Brandon Boylan-Peck
Chris Hitte
Gene Zhang



The Game



Use Case Summary

I. Setup Initial Pieces

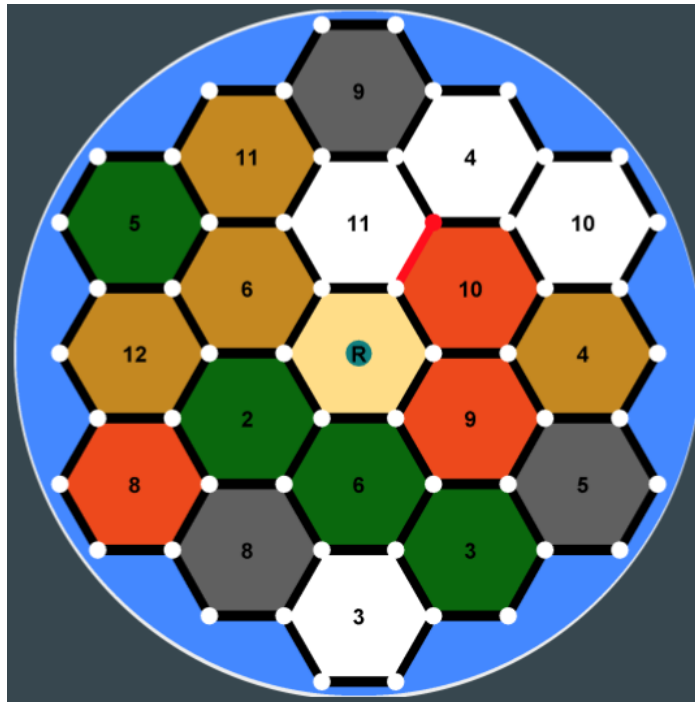
Use Case ID:	UC-05
Use Case Name:	Setup Initial Pieces
Description:	At the beginning of the game each Player takes turns placing a Road and a Settlement until each player has two Roads and two Settlements on the Board

II. Start Turn

Use Case ID:	UC-01
Use Case Name:	Start Turn
Description:	Current User officially begins turn

III. Place Structure

Use Case ID:	UC-04
Use Case Name:	Place Structure
Description:	Place a purchased Structure on the Board



Use Case - 05: Setup Pieces

The First Player has placed their 1st Settlement and Road



Use Case - 05: Setup Pieces ... Continued

The final Player has placed both of their Settlements and Roads



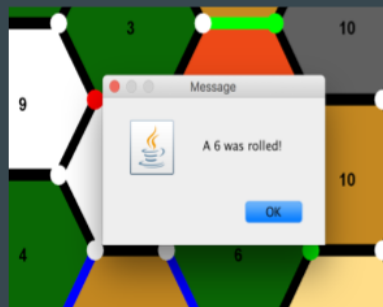
Use Case - 05: Setup Pieces ... Continued

All Players have placed their Settlements and Roads; the setup phase is complete

Use Case - 01: Start Turn



Player 1 clicks "Start turn" button



A random dice value is returned: 6



All players with a settlement on this panel get 1 Lumber

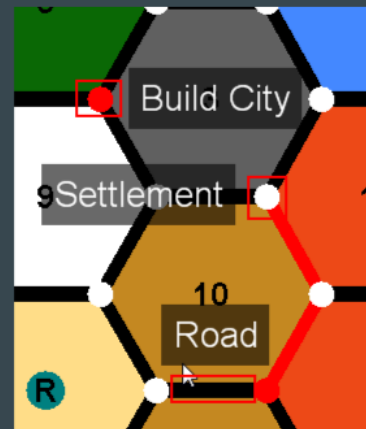
Use Case - 04: Build Structure



The Player clicks a Buy "Structure" Button

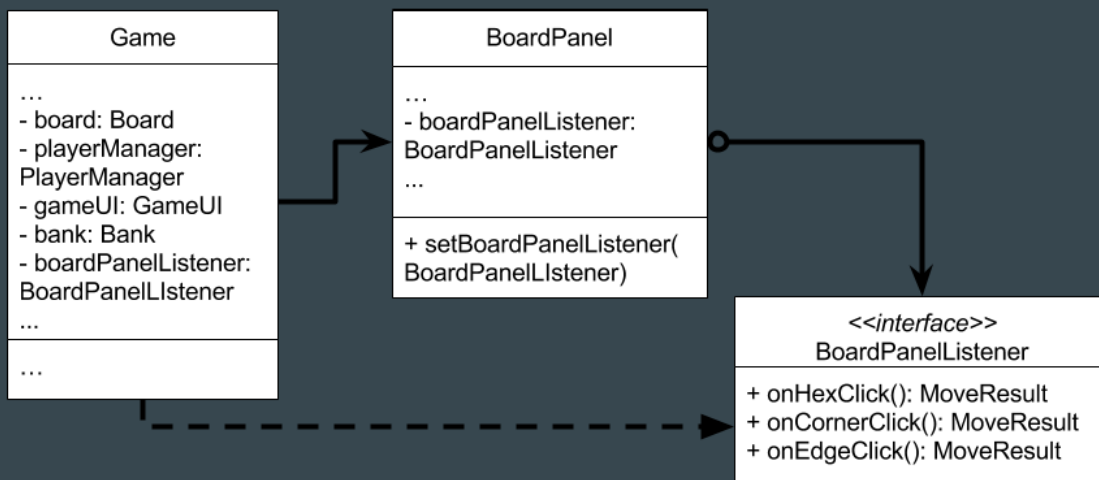


Appropriate Resources are Removed from their Inventory



The player can then build the structure by clicking where they want to build it.

Design Pattern Spotlight - Observer Pattern





II. Demo Link

https://github.com/hittecd/settlers-of-cataan/blob/master/SettlersOfCatan_Video.swf