CONCORDIA UNIVERSITY
DEPARTMENT OF
COMPUTER SCIENCE AND SOFTWARE ENGINEERING

SOEN 6441: Advanced Programming Practices
Fall 2019
Project - Risk Game
(Build 3)

Architectural Design Document

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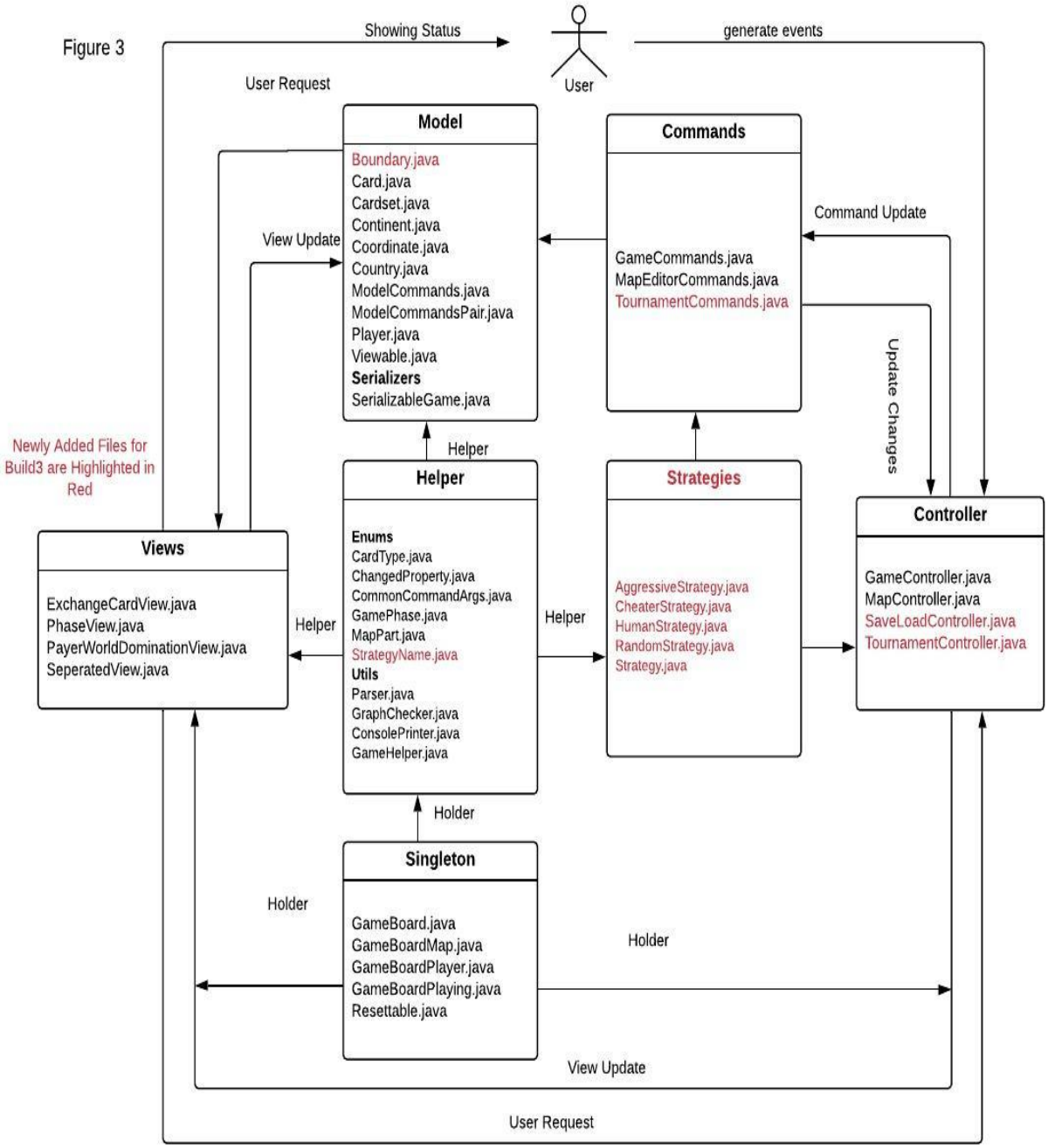
Architectural Design



- Strategies are added for Build3 requirements

Strategies

The Strategies folder has different types of strategies which has to be selected by the Player.

StrategyName	**Description**
Aggressive	An aggressive computer player strategy that focuses on attack (reinforces its strongest country, then always attack with it until it cannot attack anymore, then fortifies in order to maximize aggregation of forces in one country)
Benevolent	A benevolent computer player strategy that focuses on protecting its weak countries (reinforces its weakest countries, never attacks, then fortifies in order to move armies to weaker counries)
Cheater	The cheater player strategy whose reinforce() method doubles the number of armies on all its countries, whose attack() method automatically conqures all the neighbors of all its countries, and whose fortify() method doubles the number os armies on its countries that have neighbors that belong to other players.
Human	A human player that requires user interaction to make decisions.
Random	A random computer player strategy that reinforces random reinforces random a random country, attacks a random number of times a random country, and fortifies a random country, all following the standard rules for each phase.