1 Weekly Meeting(s):

Meeting time: 6:00 pm - 9:30 pm (3 1/2 hours)
All team members present

2 Deliverables achieved:

1. onboarding: setup repos, Git, IDE (intelliJ/VIM)

2. determined our Github workflow

3. reviewed the rules of the game and played a mock round

4. decided that we are going to use Java and JavaFX

5. set up our re-occuring out-of-class meeting (Thursdays 6:00pm-8:00pm)

3 Action Items due Tuesday January 23rd:

1. type and share Github workflow (Carolyne)

2. look into purchasing game (Carolyne)

3. post questions on CU Learn (Akhil)

4. finalize progress report (together) - see progress report information below from prof

5. Read rules (Carolyne)

6. Weekly Report Template (Carolyne)

7. Set up Trello (Carolyne)

8. Meeting Sunday at noon - max 1

4 Scenario:

Your first progress report is due Tuesday the 23rd (see its details under Topic 1) In this first one, we want to specifically see a set of scenarios that you develop to test the game. We are NOT imposing any particular syntax to use for you to describe this scenarios. We want as few scenarios as possible that test as many of the features you plan to implement in this first iteration. Think of a scenario as the description of a game:

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For example:
scenario 1:
game is set up for 3 players
player 1 receives <some list of cards>
player 2 receives <some list of cards>
player 3 receives <some list of cards>
quest "Boar Hunt" is drawn by player 1 who accepts setting it up
stage 1: <some list of cards> stage 2: <some list of cards>
player 2 is asked if she participates and declines
player 3 is asked if he participates and accepts
player 3 gets one adventure card and stage 1 is resolved: player 3 does
        not pass stage 1
player 1 discards cards used for the quest and replaces them
-etc.
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That is, before coding, decide on the features you are going for and write a corresponding test plan (which will evolve).

A feature is a SMALL piece of functionality: it must be codable and tested in hours or very few days, not weeks.

That means, you MUST break big requirements into small features...

Rank your features in decreasing order of importance (as it is likely you will not get to the latter ones...)

Then decide on the language and tools and set up your repository. (DONE)

Then do NOT distribute all features among team members.

Instead, starting with the most important ones, tackle them so that you DO complete at least one by the time your progress report is due.

Remember: the ability to 'rig' your game (by assigning specific cards to specific players and setting up the decks) is crucial for the testability of your project. This is an implicit requirement since it is not something a customer will ask for BUT it is something you must provide in order to demonstrate to the customer that you have satisfied his requirements.

5 Scenarios

5.1 Basic Quest

meta-data:
Number of Players : 2
Number of cards Dealt: 12
Initial frequency : 4 weapons, 5 foes, 1 armor, 1 ally, 1 test

1. P1 draws Vanguerth Quest (3 stages)

2. P1 sponsors (stage 1 : thieves +5; stage 2 : test of Valor; stage 3: Boar + 5, horse +10)

3. P2 participates in quest (13 cards)

4. P2 plays Sir Galahad to make hand equal to 12

5. P2 turn : plays dagger; total BP = 5 rank + 15 Ally + 5 weapon = 25

6. P2 Passes stage 25 > 5

7. P2 draws card (12 cards in hand)

8. Test of Valor Revealed

9. P2 bids 3 cards from hand (9 total in hand)

10. P2 passes stage 2 : Test and draws 1 (10 total in hand)

11. P2 turn : plays horse, and amour; total BP = 10 + 10 + 15 + 5 = 50 > 15

12. P2 passes stage 3

13. P2 awarded 3 shields

14. P1 draws 7 cards and discards accordingly to maximum of 12 rule

15. P2 draws from story deck

5.2 Event : Court Call to Camelot

meta-data:
P1 : shields = 0, cards in play: Sir Galahad
P2 : shields = 3
2 players

1. P2 draws an event : Court Call to Camelot

2. P1 does nothing

3. P2 discards Sir Galahad

5.3   Event : Pox

meta-data:
P1 : shields = 0, cards in play: Sir Galahad
P2 : shields = 3
2 players

1. P2 draws an event : Pox

2. P1 losses 1 shield, but no shields are lost since shields are 0

3. P2 does nothing

5.4   Event : Pox

meta-data:
P1 : shields = 0, cards in play: Sir Galahad
P2 : shields = 3
2 players

1. P1 draws an event : Pox

2. P2 losses 1 shield (total shields : 2)

3. P1 does nothing

5.5   Event : Plague

meta-data:
P1 : shields = 0, cards in play: Sir Galahad
P2 : shields = 3
2 players

1. P2 draws an event : Plague

2. P1 does nothing

3. P2 losses 2 shields (total shields : 1)

5.6 Event : Chivalrous Deed

meta-data:
P1 : shields = 0, cards in play: Sir Galahad, rank : squire
P2 : shields = 3, rank : squire
2 players

1. P2 draws an event : Chivalrous Deed

2. P1 receives 3 shields total (total shields : 3)

3. P2 does nothing

5.7 Event : Chivalrous Deed

meta-data:
P1 : shields = 0, cards in play: Sir Galahad, rank : squire
P2 : shields = 3, rank : squire
P3 : shields = 0, rank : squire
2 players

1. P2 draws an event : Chivalrous Deed

2. P1 receives 3 shields total (total shields : 3)

3. P3 receives 3 shields total (total shields : 3)

4. P2 does nothing

5.8 Event : Prosperity

meta-data:
P1 : shields = 0, cards in play: Sir Galahad
P2 : shields = 3
2 players

1. P2 draws an event : Prosperity

2. P1 draws 2 cards

3. P2 draws 2 cards

4. discard is handled accordingly

5.9 Event : Kings Call to Arms

meta-data:
P1 : shields = 0, cards in play: Sir Galahad, rank : squire
P2 : shields = 3, rank : knight
2 players

1. P2 draws an event : Kings Call to arms

2. P1 does nothing

3. P2 discards a weapon