

# SoPra of the dead



## Change in requirements

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# 1 New game elements

*Now that we've been at university for quite a while, we finally have found the night watchman's office. There is one thing in particular there: weapons. These should help to keep the zombies at bay. We also have other locations we kept finding construction plans or other things that helped us to understand life in the post-apocalyptic world.*

Compared to the original specification of the group phase, there is now a new Feature:

## Equipment

### 1.1 How can a character equip themselves?

A character can now also be equipped with **equipment**.

This equipment is created using **the** corresponding **equipment cards** and can then be used to not be taken off again.

Placing equipment cards counts as part of *the Play cards* action, and consumes therefore no action cubes. Equipment cards are played, but they do not end up on the table. on the trash pile (since they are simply placed on a character).

There are a total of **five items of equipment**:

HAMMER affects how easily an entrance can be barricaded  
SNOWBOOTS affects injuries that can occur during movement  
BLUEPRINT affects how a character may search a location  
COLT affects injuries that can occur during attacks  
SWAB influences how much waste a character can dispose of

Equipment automatically influences the corresponding action, similar to passive abilities.  
**ten.**

If several abilities or items of equipment affect the same action, then, the last equipped item of equipment is used first, followed by the one before it.

- 1 equipped etc. Only one piece of equipment or ability can be used per action.  
2 can be used.

## 3 1.2 Equipment cards

- 4 The equipment cards are described in more detail below. A character can remain  
5 have equipped many of these cards.

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Table 1: Equipment cards

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### BLUEPRINT

A survivor equipped with this card can draw and keep one more card once per round when searching the location to which the blueprint belongs. The effect is always activated automatically the first time the corresponding location is searched. This card can also be added to a crisis that requires STUFF. If there are fewer cards left at the location than could be drawn with this equipment, all remaining cards are drawn.

### SWAB

A survivor equipped with this card can dispose of five cards instead of three once per turn when disposing of garbage. The effect is automatically activated as soon as the survivor disposes of the trash. This card can also be contributed to a crisis that requires STUFF.

### SNOWBOOTS

A survivor equipped with this card suffers a wound instead whenever he would suffer frostbite during a movement. This card can also be contributed to a crisis that requires STUFF.

### HAMMER

A survivor equipped with this card can perform the *Barricade* action once per round without spending an action cube. This card can also be spent on a crisis that requires STUFF.

Table 1: Equipment cards

**COLT**

A survivor equipped with this card can attack once per turn without rolling the infection die. This card can also be contributed to a crisis that requires STUFF.

### 1.3 Playing equipment cards

`UseCard(int cardId, int characterId, int target)`

3

4With this command, the player informs the server that she wants the specified card, with  
5the specified character. A target is also specified, which  
6should get the effect of the card. This version of the command is used to  
7Equip your equipment, heal characters and use a corresponding card to heal yourself.  
8barricade the target. If the character and the target are not in the same location,  
9, the command will fail. The command will also fail if the player has  
10, do not have the specified card, do not have a turn, or do not own the character. In  
11In both cases, a `CommandFailed` is sent. Equipment that has been equipped once,  
12can no longer be discarded. In addition, a card that is equipped is not placed on  
13placed in the waste pile.

## 1.4 Examples & FAQ

### **Example: Searching with BLUEPRINT**

A player is at the *police station* location with one of her survivors with the BLUEPRINT equipment, whose deck still contains five cards (out of an initial 10).

We assume the search value of her survivors is  $\leq$  the number of one of the player's remaining action dice. There are also characters that are not yet in the game.

→ The player now rolls a 10-sided die. The result is 2, so there is no random encounter, but the player now searches the police station with her survivor. Due to her equipment, she may draw a total of two cards from the location's card deck.

### **- If my character has the active ability KILL, but has a**

**Infection cube is configured, can the COLT help against it?** The kill

of zombies with the KILL ability is not considered an attack command.

handled by the server. This is why the COLT equipment, which helps a character

does not protect against injury *in the event of an attack*.

### **- Which piece of equipment is used first when several pieces of equipment are equipped?**

**are used?**

In accordance with the LIFO principle: *Last In, First Out* means that the last out armor is used first, then the last one applied, etc.

## 1 **2 Changes**

2 All rules of the game that have changed in this document compared to the original terms of  
reference

3 apply and must be taken into account for implementation.

### 4 **2.1 Rules of the game**

#### 5 **Garbage**

6 To dispose of garbage, the character who wants to dispose of garbage must be in the colony.

7 Likewise, the disposal of waste is no longer limited to once per round, but

8 You can dispose of garbage with a character as many times as you have action cubes left as a  
player.

9 has left.

10 The TRASH ability is no longer limited to one use per round, but can be

11 can also be used several times.

#### 12 **Spread of infections**

13 Children now also play a role in the spread of infections. So if

14 an infection spreads in the colony, infection cubes are first rolled for the children.

15 before the infection spreads further as usual.

### 16 **2.2 Commands & Events**

17 The move command no longer has a fuel parameter. Instead, the FUEL card is displayed with

18 a UseCard command is played. The target is the location to which the

19 character wants to move. In response to a UseCard command with a FUEL card, the

20 sent a CardUsed event, not a Moved event.

Table 2: Changed commands

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In Game Commands
<b>Move(int characterId, int locationId)</b> With this command, the player informs the server that he wants to move the specified character to the specified location. Each character can change its location a maximum of once per round. If the command cannot be executed (e.g. because there is no space at the target location or the character has already moved), a <code>CommandFailed</code> is sent.

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Table 3: Changed events

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Broadcast Events
<b>Moved(int characterId, int locationId)</b> With this event, the server informs the client that the specified character has moved to the location with the corresponding <code>locationId</code> .
<b>WasteChanged(int amount)</b> With this event, the server informs the client that the amount of garbage has changed by an amount. The event is always sent when a card is played (which is added to the waste pile) and when waste has been disposed of.
<b>NextRound(int round)</b> With this event, the server informs the client that a new round has started. The number of rounds still to be played is indicated by <code>round</code> . The first number sent is the number of rounds specified in the configuration file.

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## 1 **2.3 Configuration file**

### 2 **Additional requirements**

- 3 The search and attack values of the characters must not exceed 6.  
4 If this is the case, the configuration file is invalid. In addition, the target must not contain  
5 more zombies that spawn initially than there are slots for them. In addition  
6, no more barricades may be required for the target condition than there are places for possible  
7 barricades are present. Similarly, the maximum number of locations with zombies may not exceed  
8 Do not exceed the number of locations in the game.

### 9 **Behavior with invalid configuration file**

- 10 If the configuration file to be imported is invalid, the import is aborted and  
11 the `ServerConnection` is not initialized. In this case, the server should initialize itself with  
a  
12 Exit code `!= 0` exit.

## 13 **2.4 Changing the scenarios of the sequence diagrams**

- 14 You need to visualize the interaction of your classes using UML sequence diagrams for the  
15 demonstrate the following 3 scenarios:

- 16 - Initialization of the game. This involves reading in the card and initializing the  
17 Models. As soon as the server is waiting for the first command, the scenario ends.  
18 - Searching a location with random encounters where 1 child also comes into play.  
19 comes. There are still cards in the location's card deck.  
20 - Searching a location that still has cards. The searching character has  
21 equipped with a `BLUEPRINT` for another location. It also has an in  
22 unused `SEARCH` ability for the searched location on this turn.

# 3 Clarifications

## 3.1 Rules of the game

### Order of the players

The order of the players depends solely on the order in which they are selected. registration in the game. Not on social status or anything else.

### Influence of cards on actions

The FUEL card has no effect on killing zombies. Only on movement. gen.

### Frostbite and its wounds

Frostbite ensures that the character who has frostbite will always have a new wound until the frostbite is healed or the character dies. In the process, the new wounds are always added to a character as soon as his or her control is activated. render player takes his turn for the first time in a new round. Before the the player's first ActNow() event sends a Wounded event for the character.

### Common goal

Exactly three different winning conditions can be specified for the common goal. be:

1. a maximum of  $n$  locations (including colony) may have a zombie. Where  $n$  is defined as  
locationWithZombies in the configuration file.
2. there must be at least  $n$  barricades in the game. Where  $n$  is defined as barricades in  
in the configuration file.
3. you must survive until the number of rounds has expired. This is indicated by the survive is specified in the configuration file.

1 Only one of these target conditions can apply at any one time. In other words, either all  
2 Survive 2 rounds, or you must build a certain number of barricades. If the target  
3 condition is true from the start, the game will still start normally.

4

5 A configuration file in which the common destination specifies which more locations than  
6 in the game is invalid. Likewise, no more barricades may be claimed than  
7 there are places for barricades in the game.

#### 8 **Colony phase**

9 In the colony phase, step 5 first checks whether the common goal has been achieved.  
10 Only then is it checked whether further rounds can be played. This means  
11 that the game can still be won in the final round.

#### 12 **Loss of morale**

13 If the morale drops to 0 as a result of an action, the last MoraleChanged event  
14 before the GameEnd event is sent as the final event.

#### 15 **Death of the last survivor**

16 If the last survivor of a player dies and there are no more unused survivors at the same time, the  
17 player's  
18 If there are no more survivors in the game, the player from the  
19 removed from the game. A left event is sent instead.

#### 19 **Retirement of the last player**

20 As soon as the last player retires from the game, the last player is eliminated.  
21 Event that is sent is the Left event. The server then exits normally.

#### 22 **Reaction to Leave**

23 When a player leaves the game, the last event they play is the  
24 is sent, the Left event.