Hero Battle Game

Delivery Charter

1. Functional Requirements

<After consultation with trainer/assessor add extra requirements/phases>

<Add any clarifications to requirements>

Phase 1:

1. A user can select a hero - hero data is to be read via a RestAPI
2. A user can select a villain to attack
3. A user can use a selected hero to attack a selected villain
4. A user can win the game by defeating all villains
5. A user can lose the game by not being able to defeat all villains

Phase 2: Everything from Phase 1 plus

1. A user can send the details of a completed game to a datastore via a RestApi
2. A user can see the details of completed games in a list/table
3. UI Design
4. Determine content flow.

The Service will bring data from the database that will host my API’s. Firstly, the Service collects previous Game information from the base using a Get request and is then sorted into a list to be displayed at the bottom of the page and will update when games are completed. Simultaneously the heroes and villains are collected using get requests from the database and API’s and are then routed to their respective components and inserted into respective lists to be displayed in the application.

1. Text

   Description automatically generatedShow an example of how you intend to display the heroes and villains

Beginning from the top I have placed my “begin game” and “Attack” buttons, followed by the list of heroes to select, and then the villains to select. Below that is text showing which hero is attacking which villain. Following that the previous game information is displayed alongside any added information. Below is a example.

1. List the actions available to the user on the UI

* The user is able to initiate the game by pressing the respective button, as well as perform an attack by pressing the respective buttons.
* The user is able to Select Hero to deliver attack and villain to receive the attack.

1. List the events that the UI needs to handle

* Firstly receive information from the Database and respective API’s to be used and displayed in UI.

1. Sign Off

Name:

Date:

Trainer Name:

Date:

Hash Code: