

Iteration 1 Requirements Readme

Complete Requirements:

- Display the board supplied by the customer
 - Both board and player are currently hardwired within the code
 - Tested simply by observing that program creates the board that was supplied
- Support character selection (original requirements)
 - Tested by creating characters of all possible classes
- Support captain, swordsman, amazon, dwarf, elf, and black knight (original requirements)
 - Swordsman can not currently select when he wants to take his turn
- PDF with documentation (requirements, use cases, and unbound use case maps)
- Display multiple “things” on a single clearing when hovering mouse over that clearing
 - Multiple items on a clearing can be observed by mousing over the clearing. On mouse over a new frame will be displayed with all the images, and the user can search through them if they so wish
- Support Moving
 - Tested by having players move around the board, while trying to move to invalid clearings
- Support Hiding
- Support Searching
 - Basic treasure searching and looting have been implemented, hidden monsters have not
 - Treasures are randomly generated by clearing
- Start all characters at the inn
 - Tested by creating one instance of each character and verifying they are at the inn
- Support combat between 2 or 3 players
 - Basic combat has been implemented, characters can choose which direction they wish to attack and which target they would wish to attack
 - Hits register against armor and degrade them accordingly
 - If player dies they re-spawn at their home locations (typically set as the inn)
- Support 1st encounter treasure appearance and looting
- Placed dwelling (the inn) on the map

Incomplete Requirements:

- Setup all sound, warning, treasure chits (original requirements)
- Place ghosts on the board (original requirements)
- Support the appearing, moving of monsters (original requirements)
- Support cheat mode (original requirements)
- Offer alternative start locations for characters that have them (non-essential)
- Game ends after 1 month, winner has highest victory points (1 point per treasure, 1 point per 10 fame, 1 point for 20 notoriety, 1 point for 30 gold)
- Monsters triggers by sound/warning chits and treasure chits
- Support all or more than one monsters(non-essential)
- Support Resting
- Support maneuvers in combat, chit specifications, and shield blocking