

# Iteration 1 Requirements Readme

## **Team Information:**

- Team Number: 13
- Group Members:
  - Mitchell Hird (Student 100881078)
  - Albert Cho (Student 100857664)
  - Anthony Tasca (100410783)

## **Complete Requirements:**

- Display the board supplied by the customer
  - Both board and board 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)
- 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 respawn at their home locations (typically set as the inn)
- PDF with documentation (unbound UCMs)

## **Incomplete Requirements:**

- Setup all sound, warning, treasure chits (original requirements)
- Support 1<sup>st</sup> encounter treasure appearance and looting(for “keeners”)
- Place dwellings and ghosts on the board (original requirements)
- Support the appearing of and trading with natives and visitors (original requirements)
- Support the appearing, moving and blocking of monsters (original requirements)
- Support cheat mode (original requirements)
- Support warlock, crone, shaman, scholar (non-essential)

- 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 Blocking
- Support Resting
- Support maneuvers in combat, chit specifications, and shield blocking