Domain Model Rationale

Overview

A *Game* consists of multiple players who partake in it on a *Map*. All of which is governed by the *Rules*.

Players can move around *Workers* which can build and move on *Buildings*. *Buildings* are related to *Worker* rather than player as the *Stacks* are placed next to *Workers* rather than anywhere on the *Map*. *Players* also possess a *Hero* which themselves contain *Powers* which influences the *Rules* of the *Game* (i.e. change a win condition).

Maps describe the grid that the game takes place on, where the *Map* is created from a set of *Tiles*, which is either the *Ground* (no buildings), or a *Building*, which consists of *Stacks* (each individual block). As such, *Workers* only walk on *Tiles*, but can build *Stacks*. While the *Map* in this case is often a 5x5 grid, this assumption is not made, as this model only describes this game in a generic way, as there may be a variant where the tiles are hexagonal, or maybe a different size.

Stacks come in two forms: a *Level* or a *Dome*, the former is a regular *Stack* that could be stood on by *Workers*, while the latter cannot. This was done as both are really “building blocks” but where a *Dome* has a special attribute.

Assumptions

The main assumption is that the game is of a general/generic state, meaning that certain limitations such as the number of *Players*, the number of *Workers* per *Player* and the maximum number of *Stacks* are not in place as different variations of the *Game* may allow it.

Another major assumption is that while technically everything is governed by *Rules* but this falls under "*Game*" as to cause less confusion (it also logically reads easier).