

# CS 30700 Group 5

## Project Gwent Mobile

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Repository: <https://github.com/wei184/Team5-Project>

### 1. Problem Statement

Board game is very popular among teenager players. However, traditional board games always come in a physical edition. They are hundreds of cards and models so it is hard and time consuming to set up a board game. Few companies realize this problem so they develop the mobile version which allow the players to play on their cellphone while many other companies don't. Gwent card is a very popular card game. However, it is a mini game in the game Witcher 3. If you want to play Gwent you have to either download the full Witcher3 game or buy the physical edition of the game. Since the company has no intention to develop a mobile version of the Gwent. We think it will be fun to develop a mobile version of the game we like for personal entertainment.

### 2. Background information

The Gwent is a card game which requires two players to play. Before starting the game each player has to build their own deck using the cards in the card collection meeting certain requirements. After the game start each player draw 10 cards. They have two chances to replace one card in hand if the player doesn't want it. After that each player play one card each term. If player decides not to play a card, he cannot play any more card this round. The cards will provide battle points. The player with the higher battle points win the round. The first player win two rounds win the game. We want to implement all those game features into the game adding some new features.

### 3. Requirements

#### Functional Requirements

1. As a player I will have to build my own deck.
2. As a player I will like to view the card collection to decide how to build my deck.
3. After building the deck I will like to know how to play this game which mean we will need a game instruction.
4. As a player I will like to play with computer when there is no other player to play against so we will have to set up a single player mode.
5. As a player I will like to play with my friends so we will set up a multiplayer mode.
6. As a player I will like to show my nickname and avatar I like when playing against other.
7. As a player I will like to build multiple deck for different play styles.
8. As a player I would like a tutorial of the game besides instruction.
9. As a player, I would like to choose my mother language.
10. As a player, I would like to adjust the volume during the game.
11. As a player, I would like to see battle report after each game to know how I can improve my skill.
12. As a player, I would like to see certain animate effect during the gameplay for better experience.

13.As a player, I would like to have a friend system so we can play with each other next time.

Non-functional requirement.

1. The game has to run on Android.
2. The game has to run on Apple.
3. User interface should be clear and easy without disturbing the card illustration and description.
4. User should have the option to send a bug report.