

1) **Team Hours:** 4.5 hrs.

2) **Features Implemented:**

- Khalil van Alphen:

A player can win the game

GIVEN a game is in progress

WHEN a tournament ends

AND the winner of the tournament receives a token

AND that player has four different tokens in a 4-5 player game

OR that player has five different tokens in a 2-3 player game

THEN end the game and announce that player as the victor

Server can prompt a client to choose a token

GIVEN a player has just won a tournament

AND that tournament colour was purple

THEN prompt the player to choose a token colour

AND give that player the token of the chosen colour if able

The GameEngine can execute a player's turn

GIVEN 3-5 players have connected and a game has started

WHEN a player's turn has just ended OR the game has just started

THEN use the game rules to execute a turn for player N

Server notifies the players when a player's turn is beginning

GIVEN a server is running with connected players

AND a game is in progress

WHEN a player's turn is starting

THEN send a message to that player that gives them info on possible commands

THEN send a message to each other player that the turn has started

A player can win a tournament

GIVEN a tournament is in progress

WHEN a player withdraws

AND the number of remaining players is 1

THEN the remaining player wins the tournament

THEN allow that player to choose a token

Server can control who can connect

GIVEN the target player tries to connect to the Server

WHEN the Server chooses to ban or pardon that player

THEN that player is unable to, or able to, connect

A player can start a tournament of colour C
GIVEN a game is in progress
AND a player has started their turn
AND a tournament is not in progress
WHEN that player plays a supporter or colour C card and declares C
THEN start a tournament of that colour
THEN allow that player to play action cards

- Matthew Peppers:

Player can play a Disgrace card
GIVEN it is the player's turn
AND they have a Disgrace card in their hand
WHEN the player plays the Disgrace card
THEN each player must discard all Supporters (Squires and Maidens) from their Display

Player can play a Drop Weapon card
GIVEN it is the player's turn
AND they have a Drop Weapon card in their hand
AND the tournament colour is Red, Blue, or Yellow
WHEN the player plays the Drop Weapon card
THEN the tournament colour changes to Green

Player can play an Outmaneuver card
GIVEN it is the player's turn
AND they have an Outmaneuver card in their hand
WHEN they play the Outmaneuver card
THEN all opponents must discard the last card on their Displays

Player can be awarded a token for their tournament win
GIVEN a tournament has ended with a winner
WHEN that winner is the current player
AND that player does not have the token associated with that tournament
THEN that player is awarded a new token

User can view players' tokens
GIVEN a player is in the game
WHEN a user attempts to view that player's tokens
THEN that player's tokens are shown

A purple tournament cannot happen twice in a row
GIVEN the last tournament was purple
WHEN a player tries to start a purple tournament
THEN they are informed that they can't
AND the player must start a tournament of another colour

Player should be able to withdraw from a tournament
GIVEN the player is in the tournament
AND it is that player's turn
WHEN they choose to withdraw from the tournament
THEN they withdraw from the tournament

Server can give a card to a player
GIVEN there are players in a game
WHEN the Server decides to give a card to a player
THEN that player receives a card from the Server and adds it to their hand

Player can end their turn
GIVEN the player has no playable cards
OR the player has already played a display card
WHEN they choose to end their turn
THEN the player's turn ends
AND the next player's turn begins

3) Hours spent (excluding hours in common):

- **Khalil van Alphen:** 12hrs.
- **Matthew Pepers:** 12hrs.

4) : We did about the same amount of work.