CSSE375-TeamA-Risk Requirements Document

Features

- Tracks number of players
- Tracks player turns
- Tracks current phase of a player's turn
- Tracks territories owned by each player
- Stores existing territories for each map
- Ability to choose between different maps (second iteration)
- Ability to choose number of players between 3 and 6 (second iteration)
- Ability to attack adjacent territories owned by other players
- Ability to add armies to territories
- Ability to add armies based on continent bonuses to player reinforcements at start of their turn
- Ability to turn in cards to receive additional reinforcements

System Architecture

model

GameBoard

Deck

Continent

Card

Player

Territory

TerritoryName

controller

NextButtonListener

Main

ClickListener

CardListener

AttackListener

AttackDefenseController

GameFlowController

PlayerController

GameBoardController

Phase

AddTerritoryListener

PopUpLauncher

PhaseController

AttackPhase

FortifyPhase

SetupPhase

AssignmentPhase

view

GraphicUserInterface