

## Assumptions

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- 1) Games will be played with 4 players.
- 2) If a player quits, the game will end.
- 3) Players are allowed to see the current state of the game.
- 4) Special Characters/Income/Random Events will be ignored (only for this iteration).
- 5) Players will play according to the proper rules.
  - a. Specifically, they won't abuse rules that the system currently isn't checking for.

## Use Case Descriptions

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### **UC-01:** Player Plays Kings 'n Things

Description: This use case describes when a new game of Kings 'n Things is started.

Actors: Players, System

Pre-Condition: Game loaded successfully, players select name and initial order of turns

Main Sequence: 1. System creates playing board.

2. 1-4 Players pick starting locations in order.
3. 1-4 Players select their starting hexes.
4. 1-4 Players take 10 gold, 1 tower, 10 things from the cup.
5. 1-4 Players place things on board.
6. 1-4 Players play a turn according to their turn order.
7. System determines if the game is over.

Post-Condition: A game has ended.

Resulting Event: Game ends.

### **UC-02:** Player Plays A Turn

Description: This use case describes the steps of a player playing a turn in Kings 'n Things

Actors: Players

Pre-Condition: Previous turns have ended successfully and the game is not over.

Main Sequence: 1. Players Acquires Gold

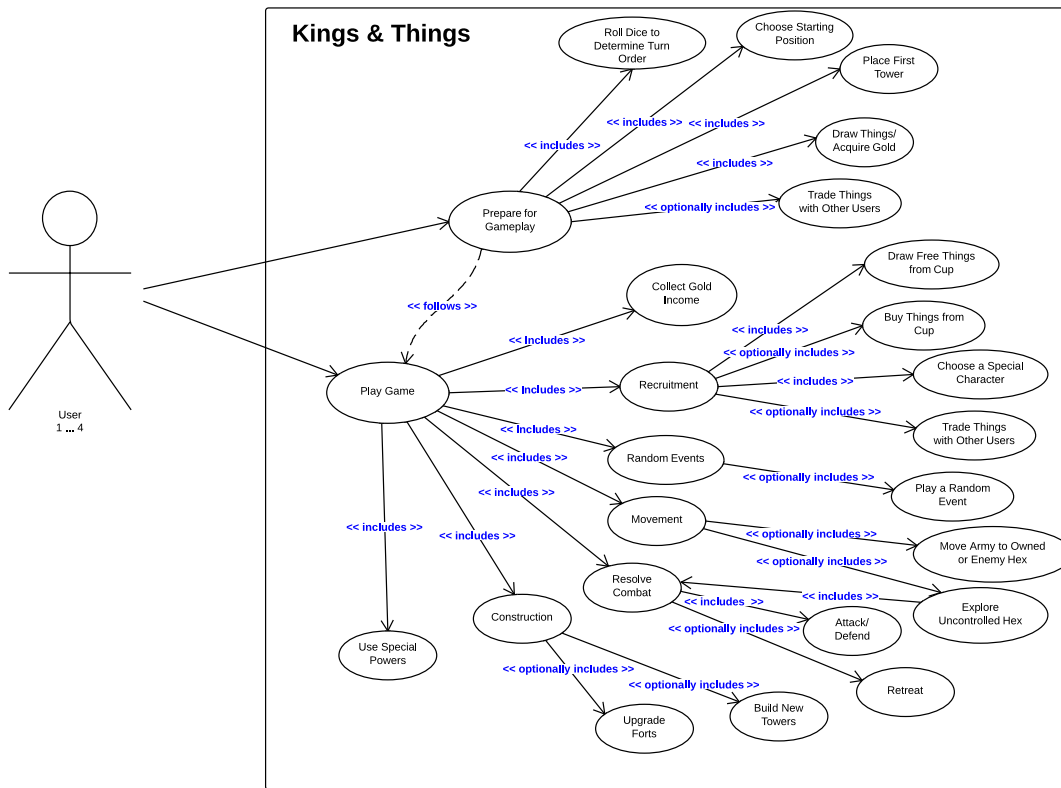
- a. System verifies that the player acquires correct amount based on the pieces they own.
2. Players Recruits Things.
  - a. System verifies that they are recruiting the correct amount.
3. Players Moves Things around the board.
  - a. System verifies that the pieces are being moved correctly.
4. Players Enters Combat.
  - a. System resolves combat between players and a hex which isn't controlled.
5. Player order changes.

Post-Condition: The Player Order Changes and a turn ends.

Resulting Event: Player Turn Ends.

## Use Case Diagram

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## What's Missing?

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- 1) Flying creatures
- 2) Random events
- 3) Special income characters
- 4) Special creatures
- 5) Initial player order (highest dice roll)
- 6) Victory conditions
- 7) Networking and Database
- 8) Some game pieces still need pictures
- 9) Dice roll during combat
- 10) Option to retreat during combat
- 11) Exploration of uncontrolled terrain pieces

## Known Bugs

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- 1) The rack does not update properly in certain scenarios (mainly during recruiting).
- 2) The game sometimes uses an inappropriate amount of cpu% (> 70%) during the setup phase.
- 3) During combat, some creatures are still displayed even though they are returned to The Cup