COMP 3004, Winter 2014

Team 17  
Tyler Babin  
Ryan Bottema  
Brandon Schurman

Section 1: Weekly Activities

We have each worked around 8 hours per week on this project. The responsibilities of each member were as follows:

Tyler Babin: Backend classes and GUI representations of the Cup (for players to draw from) and the Player Rack. Game Loop controller class.

Ryan Bottema: Game Board GUI with animations and initial game setup. Java classes for Terrain and Hex pieces.

Brandon Schurman: backend classes for Creatures, Special Characters, Forts and Players. Server, Database and Networking basics.

Section 2: Use Case Diagram

Mac:Users:schurman93:Documents:School:COMP3004:kingsandthings:Docs:KATuseCaseDiagram.pdfSection 3: Use Case Descriptions

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.