Notes on how we've Accessed Grading:

-A: Fancy GUI and Improvements

-B: Functional and Acceptable

-C: Only One Laptop to Play

-N/C: No Multiplayer

Main Menu:
- This is the home page for Risk
- A user will type their name into the textarea and click the begin button to go to the next page, which is creating a new game or joining a game that currently does not have enough players

Create Game or Join Game:
- A user has two options: either to create a new game or to join a pre-existing game that has not started yet because not enough players have joined the game
- To create a new game, the user must input a name for the game, select the number of players in the game and then click the begin game button to actually create it. The total number players can range from 2-6. If either the lobby name field or the number of players field is not filled in, the create game button will not do anything and an alert will pop up and inform the user to fill in the missing fields.
- If the user wishes to join a pre-existing game, he or she must select their desired color and click the join game button associated with the game. The color select-box only displays colors not currently selected by players in the game. If the user does not select a color before joining the game, a random color is given to the player.
- Next to the game's name is the total number of players currently in the game and the total number of players needed to start it.
- Once a game has enough players, the game should disappear from the Join Game menu.

Waiting for Players to Join the Game:
- Once the user has joined a game, the page will switch to show the game map. If not enough players have joined the game, a message underneath the player icons will say that the game is waiting for enough players to join.
- By this point, those players already in the game will be able to message each other.

Begin Game:
- Once enough players have joined the game, an alert will pop up on each player's screen saying the game can begin. Each player much click the yes button on the alert for the game to begin.

- If a player clicks no, the game will revert back to the Waiting for Players to Join the Game phase.
- If all of the players click no, the game ceases to exist :(
- If all of the players click yes, the game begins :)
- Turn order is determined after this randomly.

Pick Territories:
- On their turn, each player selects a territory to place one army on.
- They can only select territories not yet claimed and cannot add more than one army onto any given territory.
- This phase continues until no territories are left to claim.

Player on the offensive
- A player can choose to attack on their turn by clicking and dragging from one of their territories to another. A button will appear for them to choose how many armies they want to send to attack, and then roll their dice. The attack is visible to all players and is indicated on the map with an arrow connecting the two competing territories.
- The attacker will see the results of the die roll below and will be updated on whether they won and now many people they have left and the enemy has left. The map will also be updated to reflect the changes.
- This will go on till the attacker chooses to stop attacking.
- If the attacker defeats all armies at a territory, the attacker will be asked to play armies at the territory. They shall receive a card for having taken a territory.

Player on the defensive
- If player is attacked, the player will get an alert saying they are being attacked, which territory is being attacked, and a button will appear for them to click on to roll the dice. The player will be alerted how many people are attacking their territory and how many people are at the current territory. The map will have the arrow of the attacking player pointing from their territory to the defender's territory.
- The defender will see the results of the die roll below and will be updated on whether they won and how many people they have left. The map will also be updated to reflect the changes.
- This will go on till the attackers chooses to stop attacking.
- If a defenders' territory gets taken over, the defender will be alerted that they have lost the territory

Card Exchange
- At the end of one rotation, players can trade in cards that they have gained through taking territories in exchange for armies. They can select which cards they want to turn in, or abstain from turning in any cards.

If player loses
- An X will go over the player's icon. If player loses, then they will be alerted that they lost and will be given an option to go back to the home page.They can also stay and watch the game.

Winner Phase:
- Once a player wins the game, an alert message will pop up informing them they won the game.
- At the bottom of the alert, there is a button that will bring the player back to the Main Menu page
- All the player icons except the winner's will have a red x indicating they lost.

CONTINUE TO NEXT PAGE FOR MOCKUPS

http://risk-term-project.com

CS032 Risk

Username	**Begin**

http://risk-term-project.com

CS032 Risk

Create Game

Lobby Name

Number of Players | Select Number of Players ▾

Create Game!

Join Game

Game 1: 1/6 Players | Select Color ▾ | **Join Game**

http://risk-term-project.com

You! Red

Waitng for a third
player to join the
game...

Messages

Messages

Messages

Type a message

Cards
Card Slot
Card Slot
Card Slot
Card Slot
Card Slot

---

http://risk-term-project.com

You! Red Green

All Three Players Have Joined the Game!!
Ready To Begin?

Yes   No

Messages

Messages

Messages

Type a message

Cards
Card Slot
Card Slot
Card Slot
Card Slot
Card Slot

http://risk-term-project.com

Your!   Red   Green

Your Turn!

Armies Left to Place:

50

Confirm Selected Territory

Messages

Messages

Messages

Type a message

Cards

Card Slot   Card Slot   Card Slot   Card Slot   Card Slot

---

http://risk-term-project.com

Your!   Red   Green

Your Turn!

Attacking Red!

How Many Armies do you Send?

3   Attack!

Red has 11 Armies left.

You Rolled!   Red Rolled

Messages

Messages

Messages

Type a message

Cards

Card   Card   Card   Card   Card

Card Details Card Details Card Details Card Details Card Details

Attacking Red!

How Many Armies do you Send?

| 3 | Attack Again! |

You won the roll!

Red has 10 Armies left.

You Rolled: **12**   Red Rolled: **10**

You!   Red   Green
Your Turn!

Messages

Messages

Messages

Type a message

Cards

Card — Card Details

Card — Card Details

Card — Card Details

Card — Card Details

Card — Card Details

Attacking Red!

How Many Armies do you Send?

| 3 | Attack Again! |

Tie!

Red has 1 Army left.

You Rolled: **9**   Red Rolled: **9**

You!   Red   Green
Your Turn!

Messages

Messages

Messages

Type a message

Cards

Card — Card Details

Card — Card Details

Card — Card Details

Card — Card Details

Card — Card Details

Screen 1

A Web Page — Some text

http://risk-term-project.com

You! (Your Turn!) — Red — Green

Attacking Red!

You won the territroty!

Red has no Armies left.

You Rolled: **13**

Red Rolled: **6**

How Many Armies do you Place There?

3 — Place!

You got a Card!

Messages

Messages

Messages

Type a message

Cards

Card — Card Details

Card — Card Details

Card — Card Details

Card — Card Details

Card — Card Details

Screen 2

A Web Page — Some text

http://risk-term-project.com

Blue — You! — Green

Blue is attacking territory blah!

Blue has sent an army of 3!

You have an army of 11

Defend!!!!!!

You Rolled:

Blue Rolled:

Messages

Messages

Messages

Type a message

Cards

Card — Card Details

Card — Card Details

Card — Card Details

Card — Card Details

Card — Card Details

Panel 1:

Blue You! Green

Blue is attacking territory blah!
You lost the roll!

You have an army of 10

You Rolled:	Blue Rolled
10	12

Messages

Messages

Messages

Type a message

Cards

Card	Card	Card	Card	Card
Card Details	Card Details	Card Details	Card Details	Card Details

Panel 2:

Blue You Green

Blue is attacking territory blah!

Blue has sent an army of 3!

You have an army of 10

Defend!!!!!!

You Rolled	Blue Rolled

Messages

Messages

Messages

Type a message

Cards

Card	Card	Card	Card	Card
Card Details	Card Details	Card Details	Card Details	Card Details

Blue

You!

Green

Blue is attacking territory blah!

You won the roll!

You have an army of 10

You Rolled:

9

Blue Rolled

9

Messages

Messages

Messages

Type a message

Cards

Card
Card Details

Card
Card Details

Card
Card Details

Card
Card Details

Card
Card Details

Blue

You!

Green

You lost the roll!

You lost territory blah

You Rolled:

6

Blue Rolled

13

Messages

Messages

Messages

Type a message

Cards

Card
Card Details

Card
Card Details

Card
Card Details

Card
Card Details

Card
Card Details

http://risk-term-project.com

Messages

Messages

Messages

Type a message

Cards

You Lost!

Go to hompage or stick around to watch who wins!

You Rolled:	Blue Rolled
6	13

Blue   You!   Green

---

http://risk-term-project.com

Messages

Messages

Messages

Type a message

Cards

Card — Card Details

Card — Card Details

Card — Card Details

Card — Card Details

Card — Card Details

You!   Red   Green
Your Turn!

Turn in Cards?

You have ☐ cards worth ☐

Yes | No

Select your cards:

Card 1 ▾

You Won!!!

Back to Main Menu

Messages

Messages

Messages

Type a message

Cards

Card Slot

Card Slot

Card Slot

Card Slot

Card Slot

You!

Red

Green

And the Winner is:

Blue

New Game