

Beat the Storm:

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Overview:

This documentation describes the software requirements for the new game called Beat the Storm. Which is a game similar to [Snakes and ladders](#), where you challenge yourself against your friend or the computer, who will beat the storm of technology first, and get first to 50 קדושה שער, or who will fail to fight the storm, and drop to below 50 טומאה שער.

The Game:

Players:

You first choose the players, there are two options to choose from.

1. Play against a friend.
2. Play against the computer.

Modes:

Once you choose the second player, you choose the playing mode, you have 2 options.

1. [Card Only](#).
2. [Dice with a Random Card](#).

Card Only:

When playing in card only mode. You get a random card, which can be a [השומרים](#) card, or a *Technology* card, each card has a value, which is the number of moves you should take, but [השומרים](#) card gives you moves up, while *Technology* card gives you moves down.

You start in middle of board, there are 50 steps up, and 50 steps down. Each step represents a different שער, the 50 up are the 50 קדושה שער, while 50 down is 50 טומאה שער.

Once you pick a random card, you get a value, and if card was a [השומרים](#) card, you go up the value returned from card, and if card was *Technology* card, you move down the value returned from card.

See [How to play](#) for details on the aim and how to play the game.

Dice with a Random Card:

You throw the dice, and you get the value of moves to go, but to know if you should move up or down, you need to pick a random card. Cards will be same as [card only](#) mode, the only difference is, that the number of moves you get from dice, rather than from card value.

And card will determine if you should go up or down, and if card was a [השומרים](#) card, you go up the value returned from dice, and if card was *Technology* card, you move down the value returned from dice.

See [How to play](#) for details on the aim and how to play the game.

How to play:

The Start:

The game starts with all players in middle spot, there are 50 spots up, and 50 spots down, you pick the card, as specified in [Modes](#).

Once you get the card and move up or down, you need to take care not to get caught in the Storm, and not to drop to -50, and to move up to +50.

The Winner or Looser:

Once a player reaches +50, the player takes one more turn, and if player gets a plus turn, that player is the Winner.

And same is for looser, if a player gets to -50, the player takes one more turn, and if player gets another minus turn, that player is the Looser.

Software implementation:

UI Elements:

The software will represent a board like below:

- A label for status of game.
- A set of radio buttons to choose players.
- A set of radio buttons to choose mode.
- A start button.
- The board:
 - A set of 50 spots, to represent the upper part.
 - The middle spot. Starting point.
 - A set of 50 spots, to represent the lower part.