

RISK GAME - Release Notes

Introduction:

This document communicates the features that have been completed in the first build of the Risk game project. It also defines the known issues and bugs that will be completed in the next build.

About this release:

The build contains the following features:

1. The map editor
 - a. User-driven creation of map elements.
 - b. Saving a map to a text file exactly as edited.
 - c. Loading a map from an existing "conquest" map file, then editing the map, or create a new map from scratch.
 - d. Verification of map correctness upon loading and before saving.
2. Startup phase
 - a. Game starts by user selection of a user-saved map file.
 - b. Map is loaded as a connected graph, which is rendered effectively to the user to enable efficient play.
 - c. User chooses the number of players, then all countries are randomly assigned to players.
 - d. Players are allocated a number of initial armies, depending on the number of players.
3. Reinforcement phase
 - a. Calculation of correct number of reinforcement armies according to the Risk rules.
 - b. Player place all reinforcement armies on the map.
4. Fortification phase
 - a. Implementation of a valid fortification move according to the Risk rules.

Known bugs:

1. Startup phase
 - a. Minimum number of territories required based on number of players has not been checked.
2. Game Screen UI does not update dynamically after each turn ends.
3. Initialization happens after every turn.
4. Game directly shifts to next player when fortify action is not possible for current player.
5. There are some instances where UI labels appear to be dislocated in game screen.

