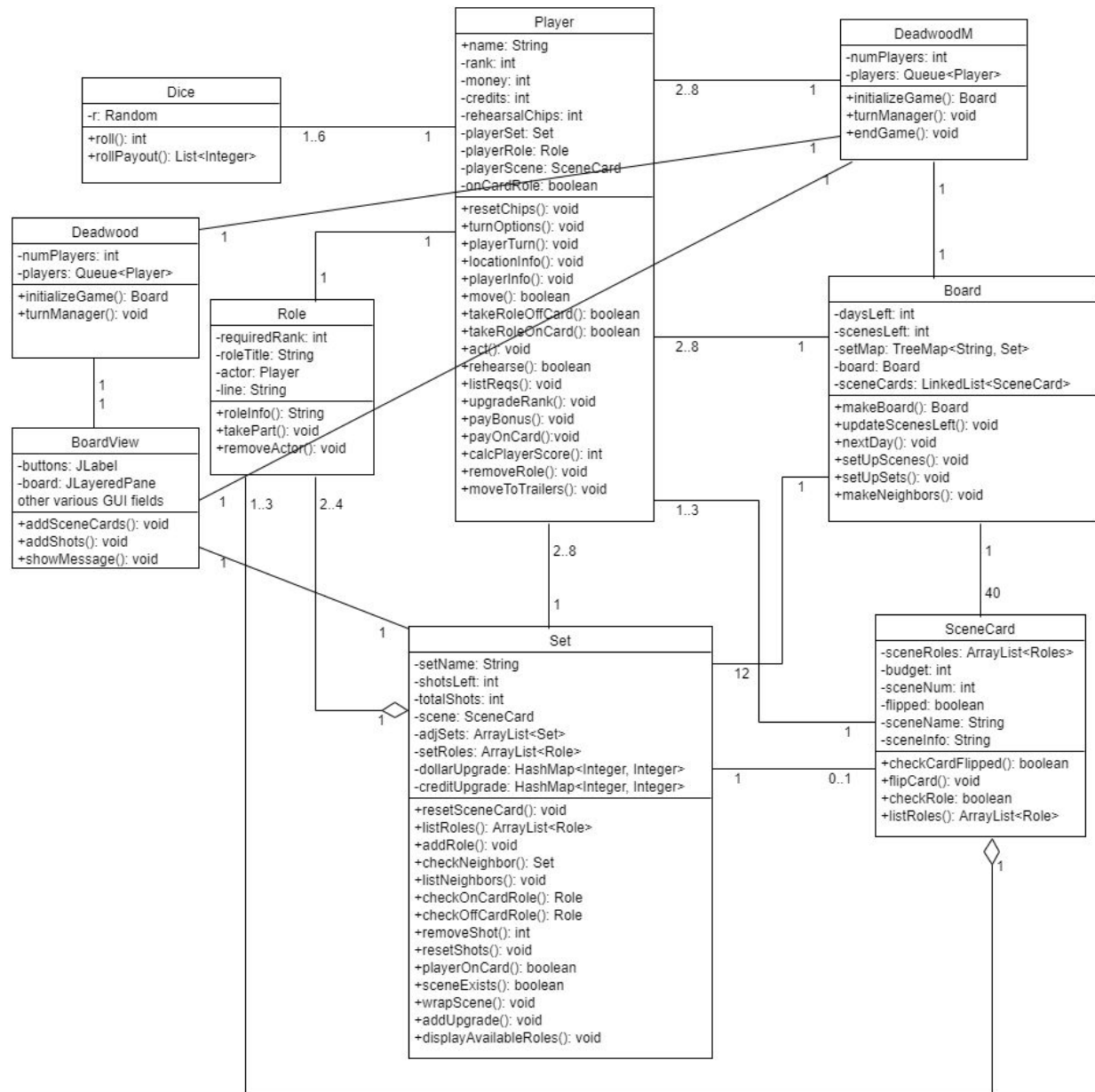


Class Diagram



Changes: We've updated our class diagram so that all the attributes of each class match the ones in our java files. We've also updated the methods of each class to reflect all methods in our java files (excluding getters and setters).

Revised Use Cases

Use Case: Setup

Goal: Board is set up to begin playing a new day

Trigger: Players want to play (or continue playing) Deadwood

Pre-condition: The game has not begun or there is only one remaining scene on the board

Success Guarantee: Board is ready for a new day to begin

Basic Flow:

1. Player arranges the board by laying down four sections in the desired configuration
2. Player shuffles scene cards
3. Player lays one scene card face down on each set on the board
4. Player places shot markers on each numbered circle at each set
5. Player places all player die in the Trailers

Alternative Flows:

- 1a. It is a new day, but it is not the first day
 1. Return to Basic Flow step 2

Use Case: Move

Goal: Player moves to another area on the board

Trigger: Player wants to move

Pre-condition: It is the player's turn

Success Guarantee: Player is at a different area on the board

Basic Flow:

1. Player moves their player die through an opening to a different area
2. Player's turn ends

Alternate Flows:

- 1a. Player decides not to move
 1. Return to Basic Flow step 2
- 1b. Player moves to an unvisited area
 1. Player flips scene card over
 2. Return to Basic Flow step 2
- 2a. Player takes a role
 1. Return to Basic Flow step 2

Goal: Rehearse

Trigger: The current player is working a role

Pre-condition: The rank of the role is less than or equal to the player's rank

Termination Condition:

(on success): Rehearsal chip is placed next to player's die

(on failure): Player must act instead

Basic Flow:

1. Player chooses to rehearse on their turn
2. Player takes a rehearsal chip and places it next to their die
3. Player turn ends

Alternate Flows:

Alternate Flow Step 1:

- 1a. Player has enough rehearsal chips to guarantee success
 1. Player must act instead

Goal: Act on a scene card

Trigger: The current player is working a role on scene card

Pre-condition: The role is less than or equal the player's rank

Termination Condition:

(on success): Player acts successfully

(on failure): Player acts unsuccessfully

Basic Flow:

1. Player chooses to act on their turn
2. Player rolls a die
3. The die (with any added rehearsal chips) is greater than or equal to the budget of the film
4. The player receives two credits from the bank and a shot marker is removed
5. Player turn ends

Alternate flows:

Alternate Flow Step 1:

- 1a. The scene being worked on is the only remaining scene on the board
 1. The day ends
 2. Players move back to the trailer section of the board

Alternate Flow Step 3:

- 3a. The die (with any added rehearsal chips) is less than the budget of the movie
 1. Player receives nothing
 2. Return to Basic Flow step 5

Alternate Flow Step 4:

4a. There are no more shots left

1. Player rolls a number of dice equal to the budget of the move
2. Player places dice next to roles on the scene card in this order: The highest rank role on the scene card receives the highest rolled die, the second highest ranked role receives the second highest rolled die and so on
3. Player collects money equal to the total dice points awarded to them
4. Scene card gets removed from the board
5. Return to Basic Flow step 5

Goal: Act as an extra

Trigger: The current player is working a role as an extra

Pre-condition: The role is less than or equal the player's rank

Termination Condition:

(on success): Player acts successfully

(on failure): Player acts unsuccessfully

Basic Flow:

1. Player chooses to act on their turn
2. Player rolls a die
3. The die (with any added rehearsal chips) is greater than or equal to the budget of the film
4. The player receives one credit, and one dollar, and a shot marker is removed
5. Player turn ends

Alternate flows:

Alternate Flow Step 1:

1a. The scene being worked on is the only remaining scene on the board

1. The day ends
2. Players move back to the Trailers section of the board

Alternate Flow Step 3:

3a. The die (with any added rehearsal chips) is less than the budget of the movie

1. Player receives a dollar from the banker
2. Return to Basic Flow step 5

Alternate Flow Step 4:

4a. There are no more shots left and no other players were acting on the scene card

1. Scene card gets removed from the board

2. Return to Basic Flow step 5

Alternate Flow Step 5:

5a. There are no more shots left and there was at least one player acting on a scene card for the scene

1. Player rolls a number of dice equal to the budget of the move
2. Player places dice next to roles on the scene card in this order: The highest rank role on the scene card receives the highest rolled die, the second highest ranked role receives the second highest rolled die and so on
3. Player working as an extra receives the number of dollars equal to the role they worked
4. Scene card gets removed from the board
5. Return to Basic Flow step 5

Use Case: Upgrade Rank

Goal: Player upgrades their rank

Trigger: Player wants to act in roles that require a higher rank

Pre-condition: Player is at the Casting Office

Success Guarantee: Player is a higher rank than before

Basic Flow:

1. Player decides which rank they want to upgrade to
2. Player checks if they have enough money or enough credits to upgrade
3. Player pays the required amount of dollars or credits for their desired rank
4. Player turns their player die to reflect their new rank
5. Player's turn ends

Alternate flows:

- 1a. Player is rank 6
 1. Return to Basic Flow step 5
- 2a. Player does not have enough money or credits to upgrade their rank
 1. Return to Basic Flow step 5

Use Case: Calculate Score

Goal: Player's final score is calculated

Trigger: Player wants to determine who won

Pre-condition: The game is over

Success Guarantee: Player's final score is calculated

Basic Flow:

1. Player multiplies their rank by five
2. Player counts the money and credits they finished the game with
3. Player adds the results from step 1 and step 2

Use Case: End of Day

Goal: Players finish out the day

Trigger: Only one scene is left

Pre-condition: All other scenes have been wrapped

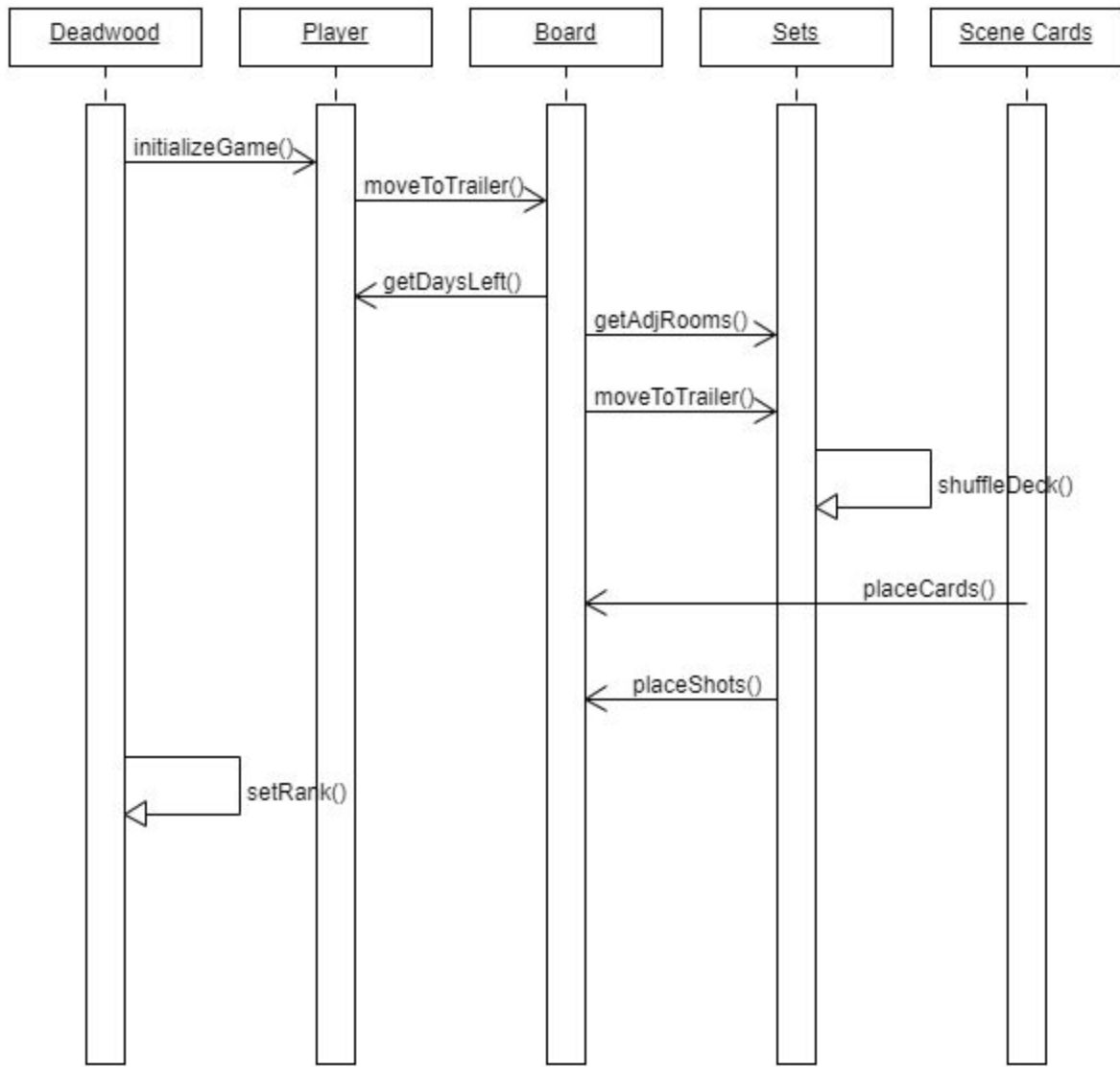
Success Guarantee: Players are moved to Trailers

Basic Flow:

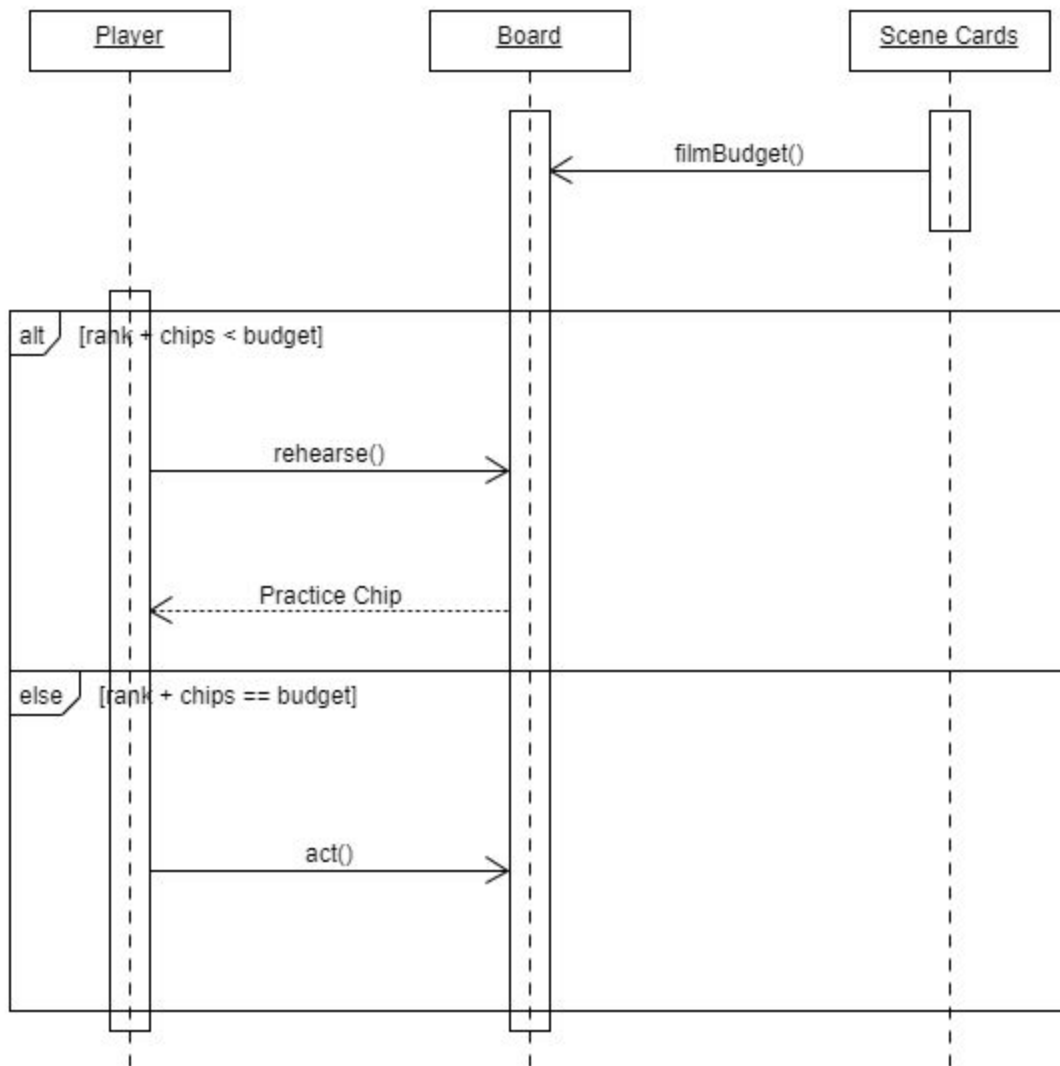
1. Players move to trailers
2. Any rehearsal chips get removed
3. Shot counters get replaced
4. New Scene Cards are placed face down

Revised UML Sequence Diagrams

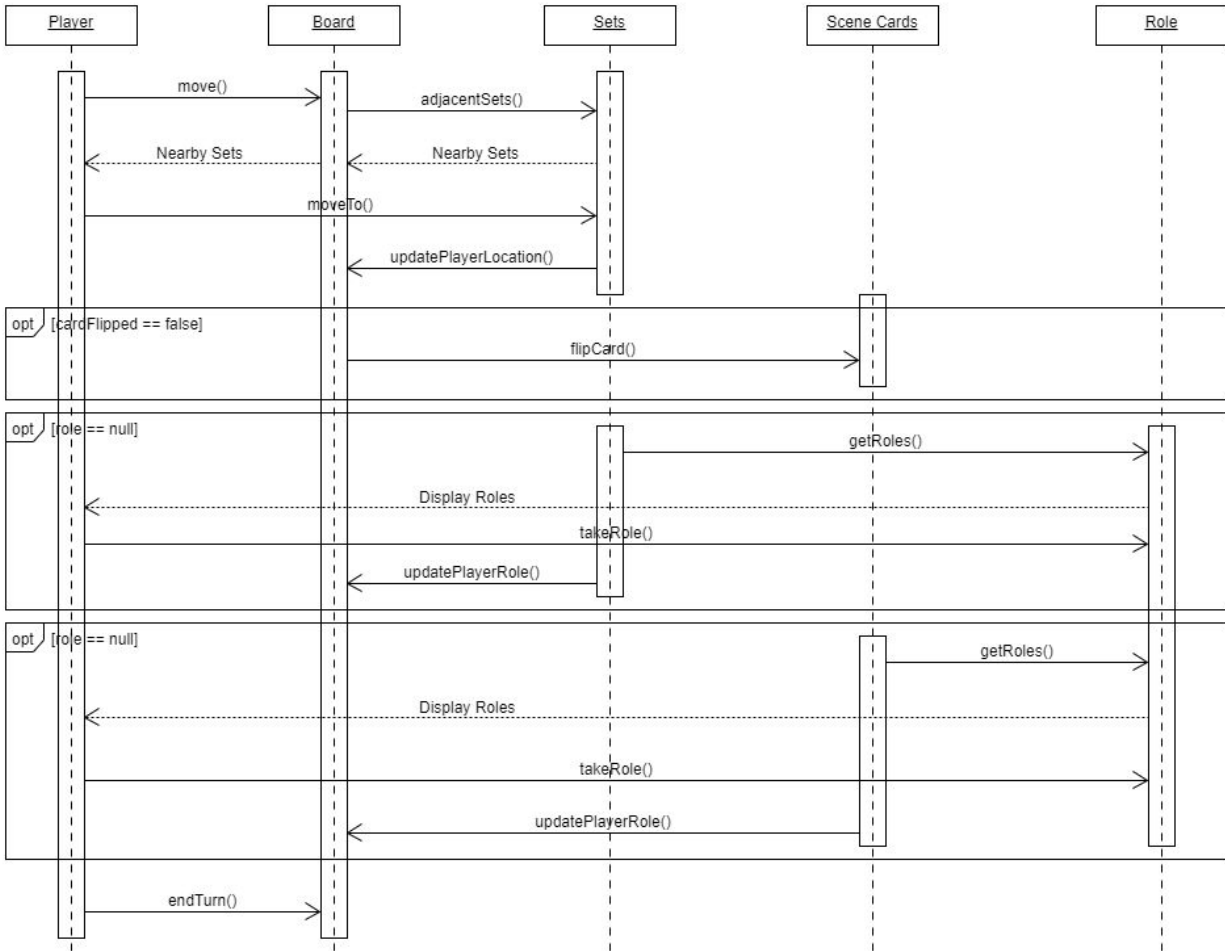
Set Up



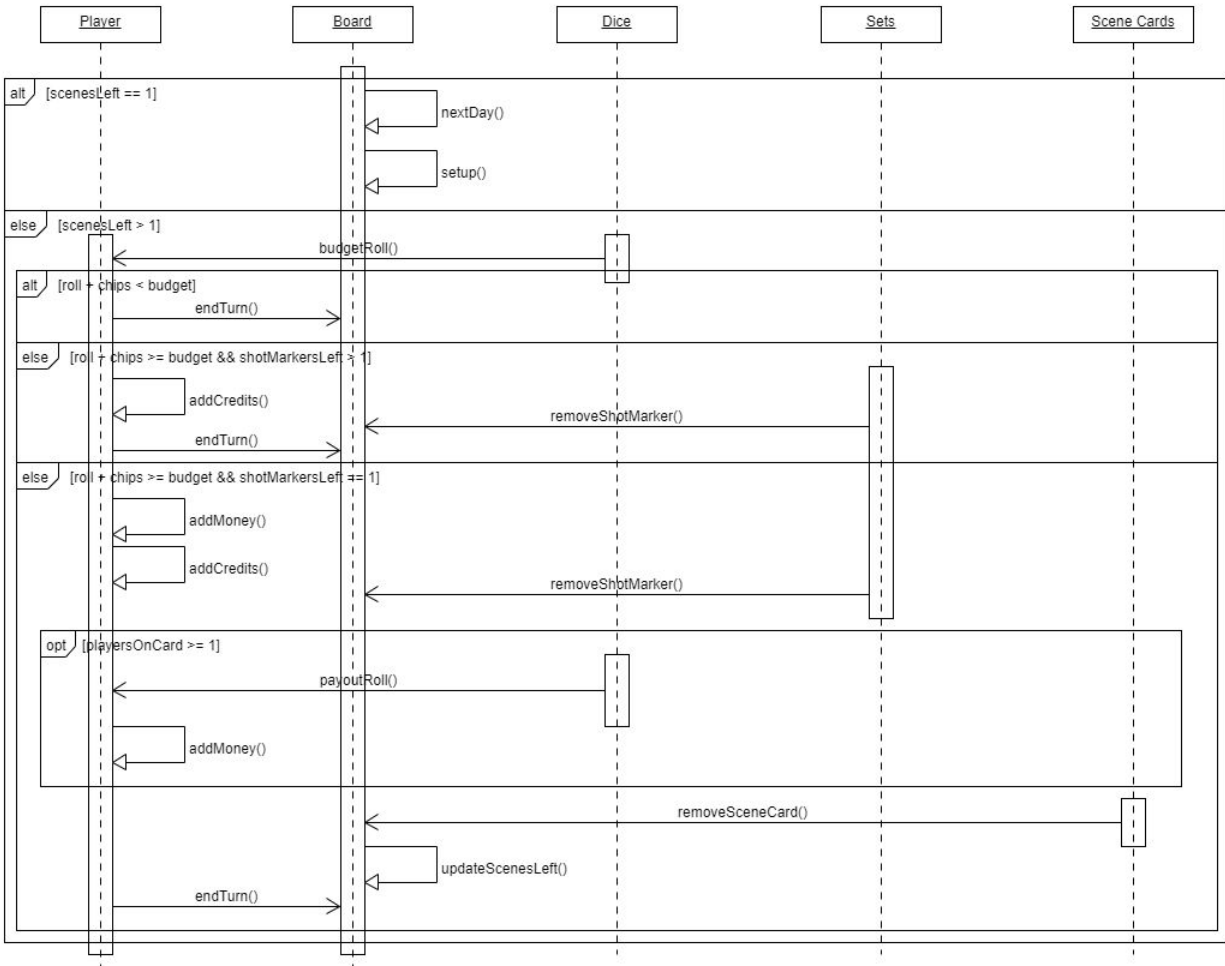
Rehearse



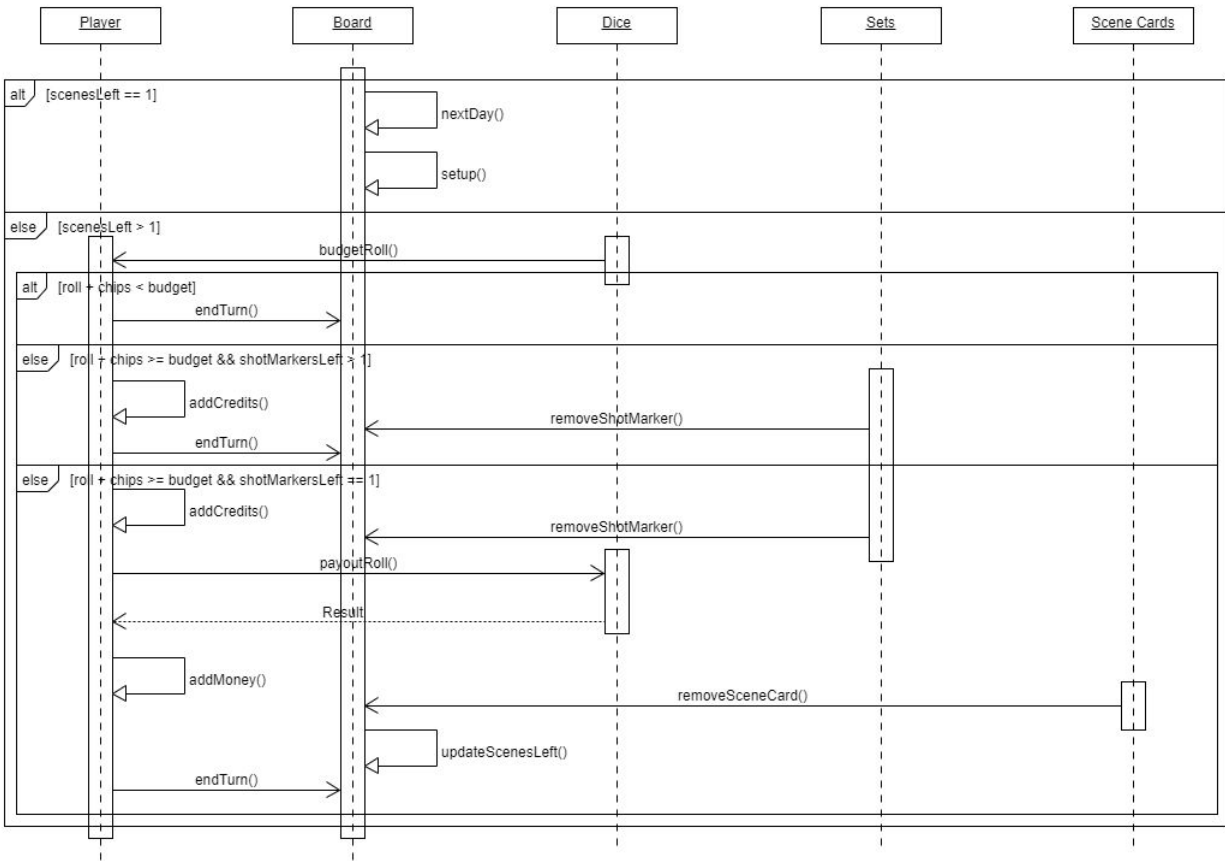
Move



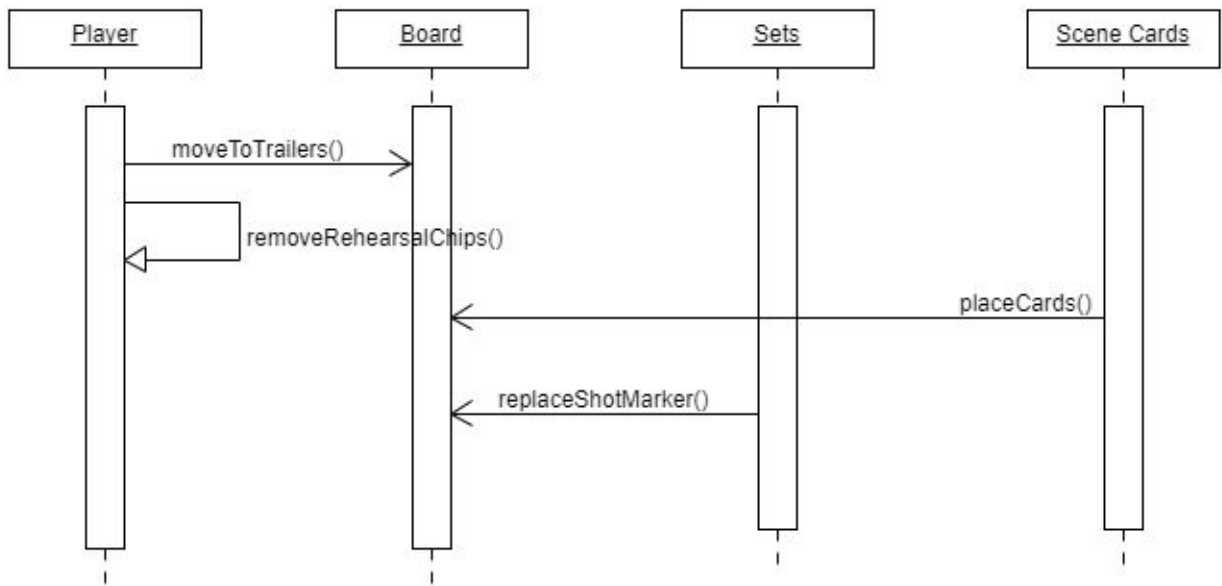
Act as Extra



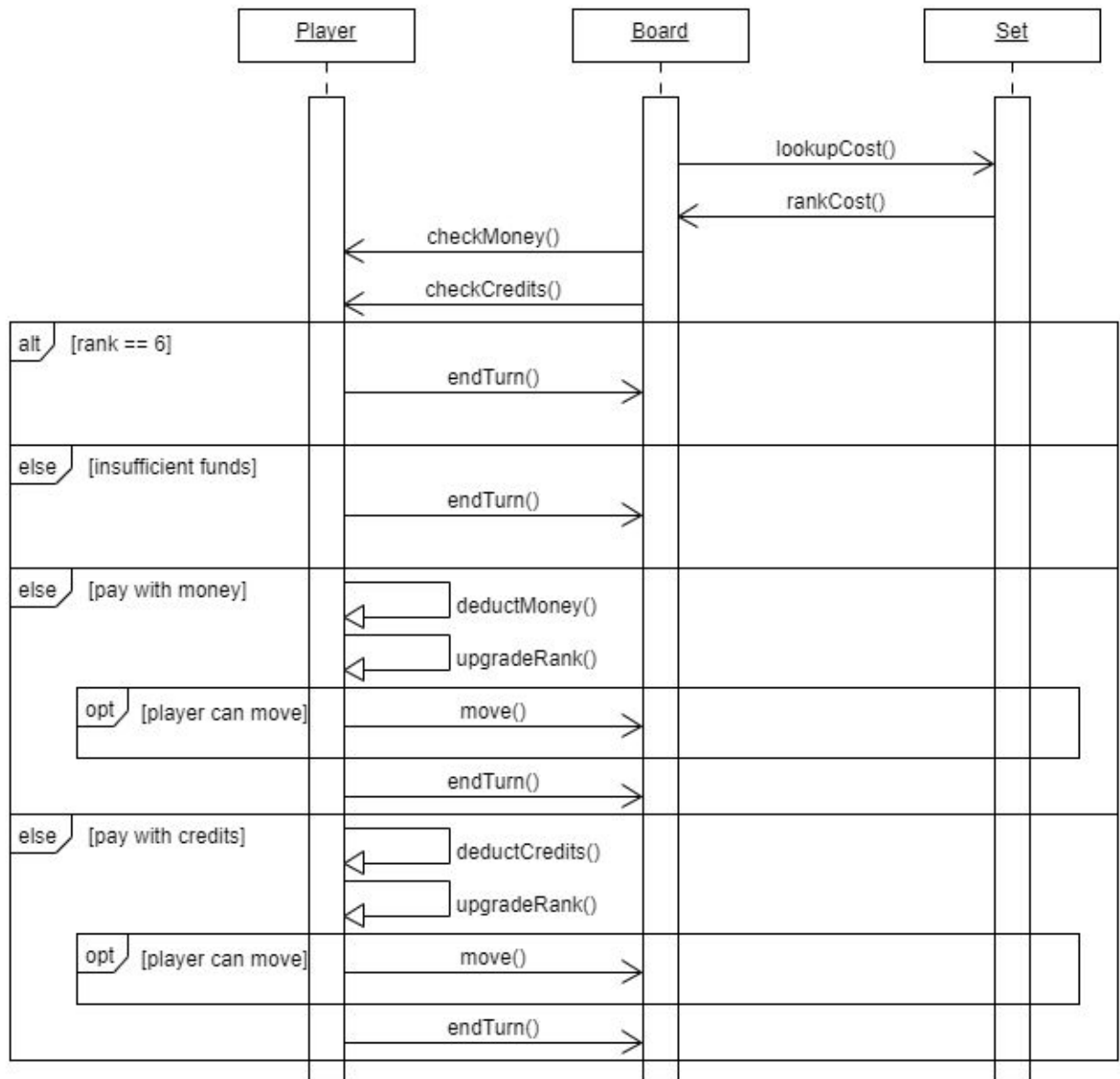
Act on Scene Card



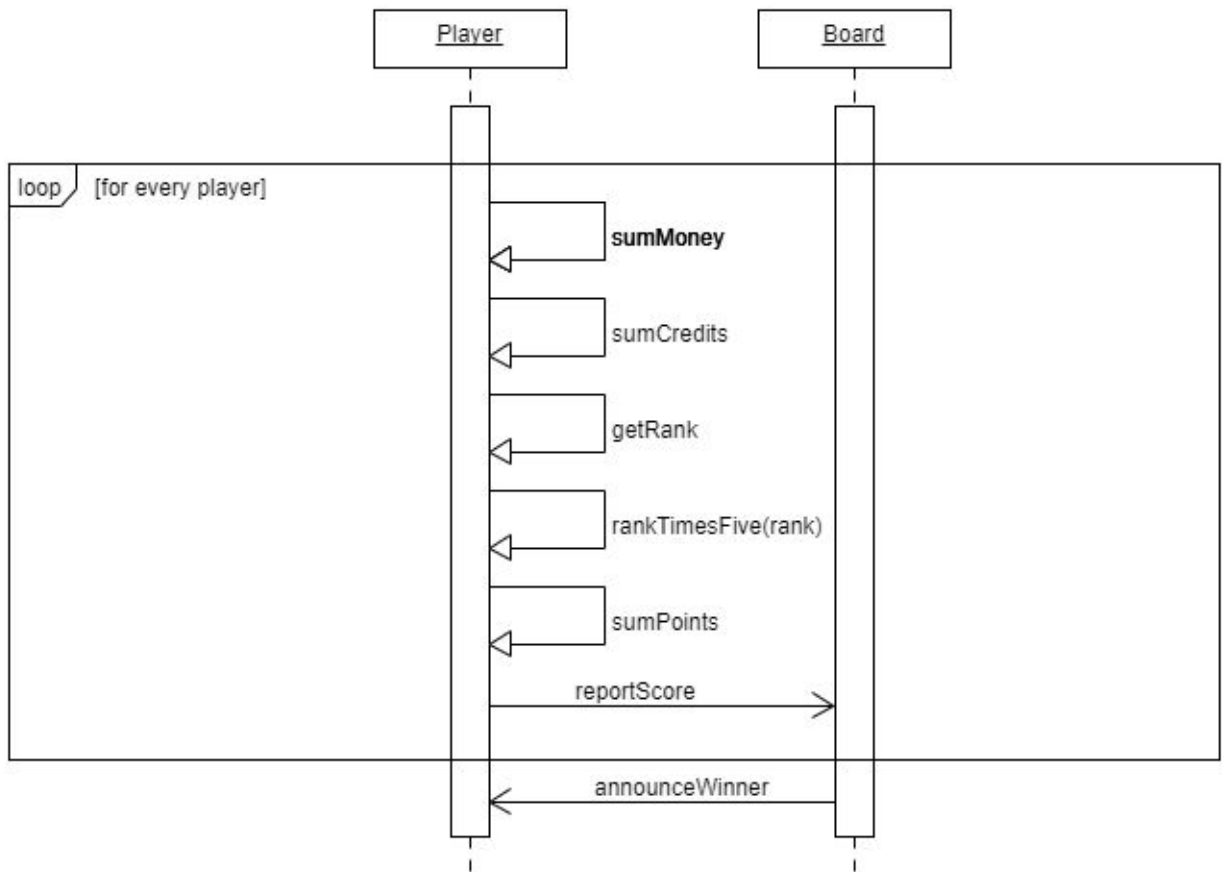
End Day



Upgrade Rank



Calculate Score



Revised CRC Cards

Board		SceneCards	
getDaysLeft	Player	getBudget	Player
getScenesLeft		getRoles	Board
setUp	SceneCards	flipCard	
endDay		removeCard	Sets
getAdjRooms	Sets		

Sets	
getRoles	Player
shotsLeft	
removeShot	Board
wrapScene	SceneCards

Player	
calculateScore	SceneCards
act	Sets
upgradeRank	Dice
rehearse	Board
move	

Dice	
roll	Player
rollforPayout	SceneCards

Role	
getRank	Scene Cards
getTitle	Sets
	Player

Deadwood	
startGame()	Player
initializeGame()	Board
endGame()	