Specification

Spirit of the game:

“**a real social experience”**

Get out of jail free card:  
“make reasonable assumptions about what is meant” if we are “be prepared to justify the choices and decisions you have made”

Versions:  
  
2-6 player version is the MVP – from Canvas

Design:

class diagrams, entity relationship diagrams, use case diagrams, sequence diagrams, state transition diagrams, activity diagrams, other UML or UML style/derived diagrams.

Must haves:

the appearance of the board should be recognisable as the original game format.

if game assets are publicly visible during the original game play, they should be visible in the computer version.

Fair dice.

Player may not borrow or lend game assets of any kind to one another.

The AI agent should by default take no longer to play a turn than a typical human player. It might be helpful though to have an accelerated mode as an option - useful for testing.

Players get a total number of troops depending on how many people are playing the game. Cavalry and Artillery troops are a way to let you consolidate multiple troops on the map. For example, if you have 5 Infantry in 1 territory, you could trade them in at any time for 1 Cavalry so the map is easier to see. Have a look also at: [https://www.wikihow.com/Play-RiskLinks to an external site.](https://www.wikihow.com/Play-Risk) for insight into game strategy and rules.

alterative themed boards, and different territory configurations

The software will include a Graphical User Interface (GUI) component to help you monitor progress of the software simulation.

(will need to create…)

• A game player agent: An agent that can take the role of 1 (or more) of the players. This

would allow for a limited number of human players to enjoy a richer gaming experience. The

game player agent should play a respectable game of Risk.

Develop a test plan for the software

Your program will therefore require at least one autonomous computer player agent.

PC version

A means of uploading initial data: The game has a lot of card and other physical assets that

need to be managed, such as cards and playing pieces. This kind of resource data will be

loaded on start-up from external files, this means that the game is easily customised and

Watson Games see this as a valuable selling point of the new electronic version.

Ben – Which formats work for this?

A means of monitoring the performance of the simulation: including the current status of

each of the players and game assets that they own. This should be available for all to see as

it is the current board game version.

UI Question

A means of being tested: to ensure that the market is operating properly in accordance with

the rules of the game, and to demonstrate that the software is working correctly

WTF is “the market” here?

NOT needed:  
Very smart AI – “The key point here is that the game player agent needs to be able to play the game, but it does not necessarily need to be any good at it, at least in the first instance.”

Optionals:

You may opt for a system using a database backend for persistent data management if you wish.

At the upper end, the game may workacross multiple devices, have an animated visual appearance and incorporate significant options to customise the game.

Preffered:

Mac version