# UNTITLED MULTIPLAYER TILE GAME

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| **Target Release** | **Version 1** |
| **Document status** | **Finalized** |
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## Project Background

A multiplayer grid-based video game that requires players to rely on teamwork and communication through posts, chats, and talking. Capture enemy pawns by moving on a grid, but you can only move once.



## Repository

https://github.com/ttSchoolAcc/SE-PROJECT-1/tree/main
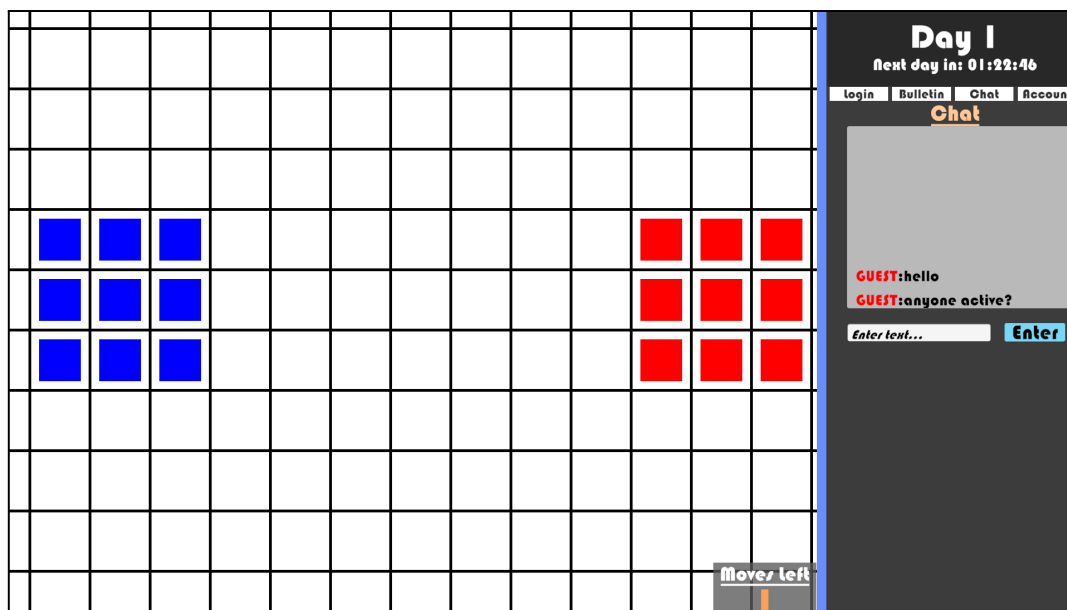
# Requirements

| # | User Story Title | User Story Description | Priority | Notes |
|---|---|---|---|---|
| 1 | Play game | As a player, I want the game mechanics and interface to be easy to understand, so that I can start playing without confusion | 1 | Clicking on a pawn belonging to the player's team displays the possible movement locations (left, right, diagonally, top, or bottom) as long as the target location is not occupied by another teammate. |
| 2 | Create Post | As a player, I want to create posts on the team-only bulletin board, so that I can communicate quests, announcements, and strategies to my teammates. | 1 | Posts only include one text holder and displays the account of the player that posted it. |
| 3 | Chat with Others | As a player, I want to chat publicly with both teams, so that I can communicate quickly and interact with other players. | 2 | |
| 4 | Create an Account | As a new user, I want to create an account, so that I can access the game and save my progress. | 1 | |
| 5 | Log in to Account | As a returning user, I want to log in to my account, so that I can continue playing and save my progress (chats and posts) | 1 | |
| 6 | Navigate to Post Locations | As a player, I want to click on a bulletin board post and automatically navigate to its grid location, so that I can quickly respond to quests and strategic updates. | 4 | |
| 7 | Post Comments | As a player, I want to comment on bulletin board posts, so that I can share feedback, agreement, or suggestions on | 3 | |

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| | | strategy proposals or team announcements. | | |
| 8 | Navigate Across the Grid Map | As a player, I want to navigate through the grid map, so that I can view all the pawns from my team and from the opposing team. | 1 | Navigation of the grid map is controlled using the WASD keys. |

## Diagram flow for user interaction
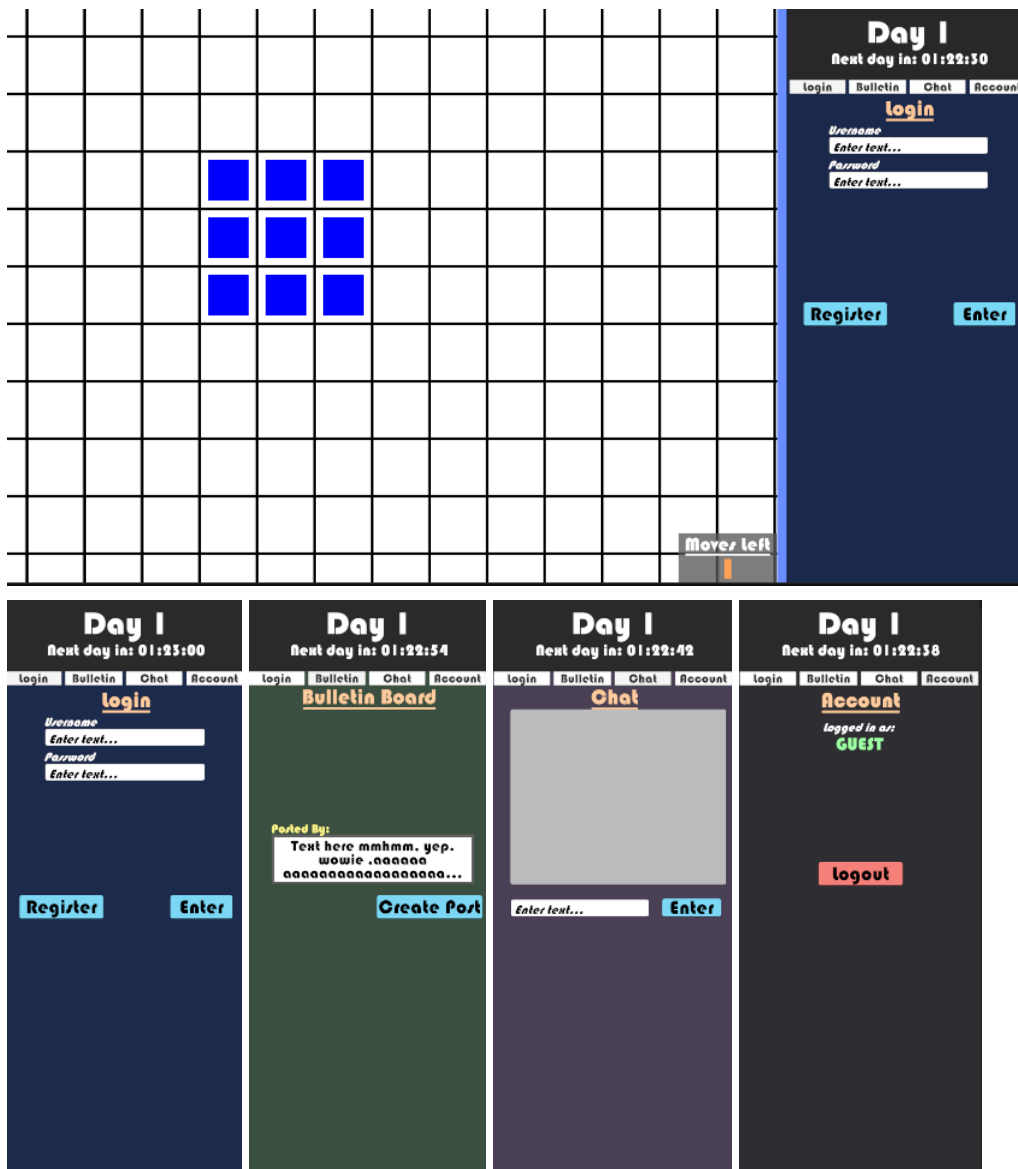
## Questions

Below is a list of questions to be addressed as a result of reviewing this design document

| Question | Outcome |
|---|---|
| When should the next movement be available to players? | The game is designed to be non-time-consuming, so a reasonable time movement cooldown was set to be around 24 hours. |
| Should the "Nagivate to Post Locations" be present in the final version of the game? | The game mechanics don't require the navigation to posts location. This user story was deprioritized due to the time constraints. |
| Is the JSON file sufficient as a database for storing user accounts? | The team consulted with the professor, and he approved the JSON file as a database solution for the project. |
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## Not Doing

Below are the user stories, ideas, features, etc, that were considered but are not going to be done for this version or phase of the project.

| Not Doing | Reason |
|---|---|
| Navigate to Post Locations | The team decided not to prioritize the "Navigate to Post Locations" since it was not critical to the gameplay mechanics and team communication. Also, it was difficult to translate the location of text into a location on the grid (within the project's time constraints). |
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| Sprint number | Activities | Comments (issues, changes, etc) |
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| Sprint 1 | Core Setup & UI <br> ● Set up project repository and Unity environment <br> ● Implement basic UI interface | |

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| Sprint 2 | Game Mechanics<br>● Implement grid-based map and pawn movement<br>● Implement core gameplay mechanics<br>● Add move-limit functionality | The team encountered bugs during pawn movement implementations. The bugs were later minimized but still had minor imperfections. |
| Sprint 3 | Extended UI & Communication<br>● Implement global chat room<br>● Implement team-only bulletin board<br>● Add timer for next available movement | The team disregarded the "Navigation to Post Locations" user story because it was difficult to translate the post text into a precise grid location. |
| Sprint 4 | User Accounts & Data<br>● Implement user account creation<br>● Implement user registration and login<br>● Set up JSON data storage for user accounts | The team consulted with the professor to confirm whether using JSON file is appropriate as a database for user accounts. After receiving approval, the team continued using the JSON file as storage. |
| Sprint 5 | Additional Game Interactions<br>● Add comments to bulletin board posts<br>● Bug fixes | |
| Sprint 6 | Polish & Presentation<br>● Presentation preparation<br>● Final documentation updates | The team attended the professor's final feedback session to receive any feedback from the project. |

## Definition of Done

A user story/feature is considered complete when the following criteria
are met:

● The functionality is implemented and usable
● The feature's objective aligns with its user story
● The feature has been tested by at least one team member