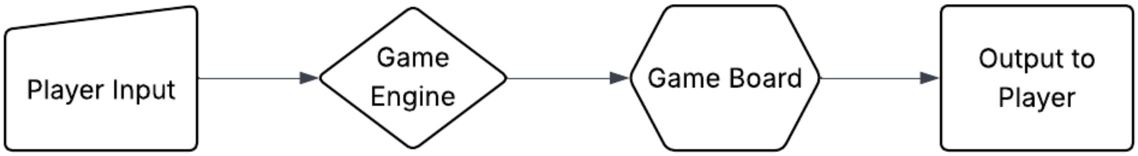
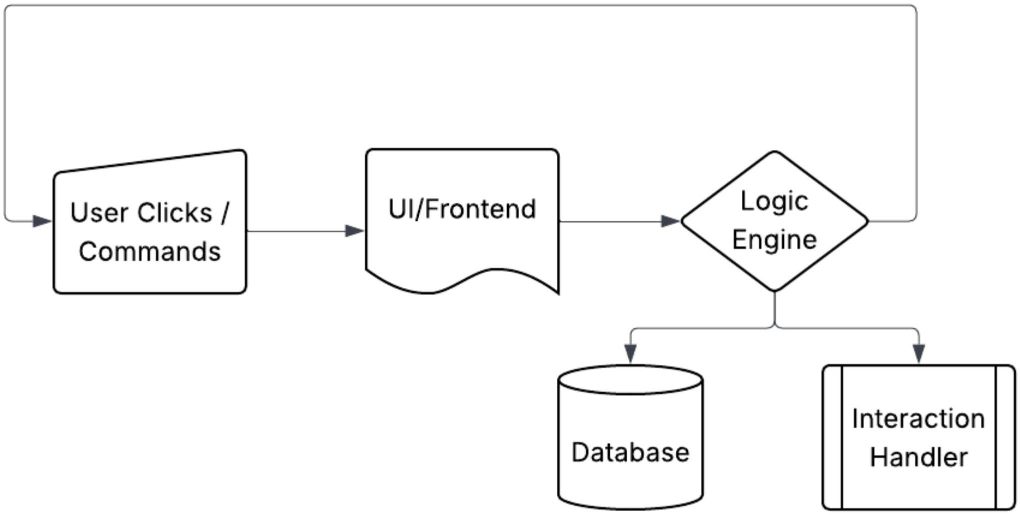
D0: High-Level Overview



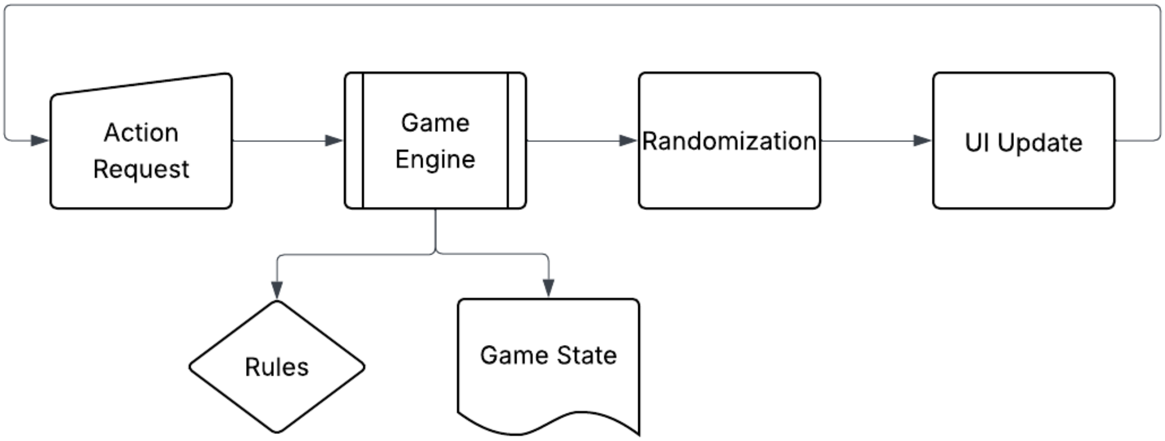
In simple terms, this game allows a player to play a digital version of the game AFWI. This means the player will be interacting with their device, the game engine will process their inputs in terms of the logic of the game, will adjust the state of the game, and deliver an output to the player.

D1 Interaction Breakdown



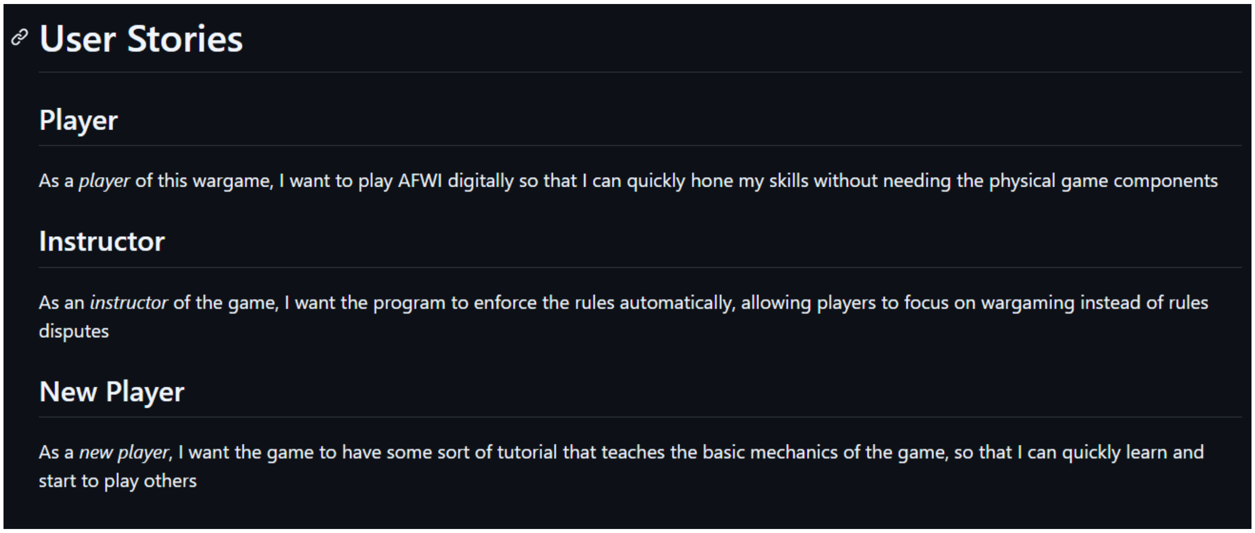
The module will process interactions with the user. The user will have some sort of clicks or commands in an effort to receive a desired affect. Based on that input, the frontend will react, displaying general board animations (token movements, card animations, dice rolls, etc). While the frontend is reacting, the back end, logic engine will update information in the game database while processing information thus preparing for the next turn.

D2 Turn Breakdown



A bit more in depth then the previous design, this turn breakdown builds more on the actions taken by the program when processing each turn for the player. Upon a request for a certain action by the player, the game engine will ensure that action abides by the rules and will update the game state. Since this is a dice game, there will be some randomization for the result of a given action. The UI will then update based on the result of the action, ultimately looping back to the player for their next action.

User Stories



User Stories

Player

As a *player* of this wargame, I want to play AFWI digitally so that I can quickly hone my skills without needing the physical game components

Instructor

As an *instructor* of the game, I want the program to enforce the rules automatically, allowing players to focus on wargaming instead of rules disputes

New Player

As a *new player*, I want the game to have some sort of tutorial that teaches the basic mechanics of the game, so that I can quickly learn and start to play others