

JHalma

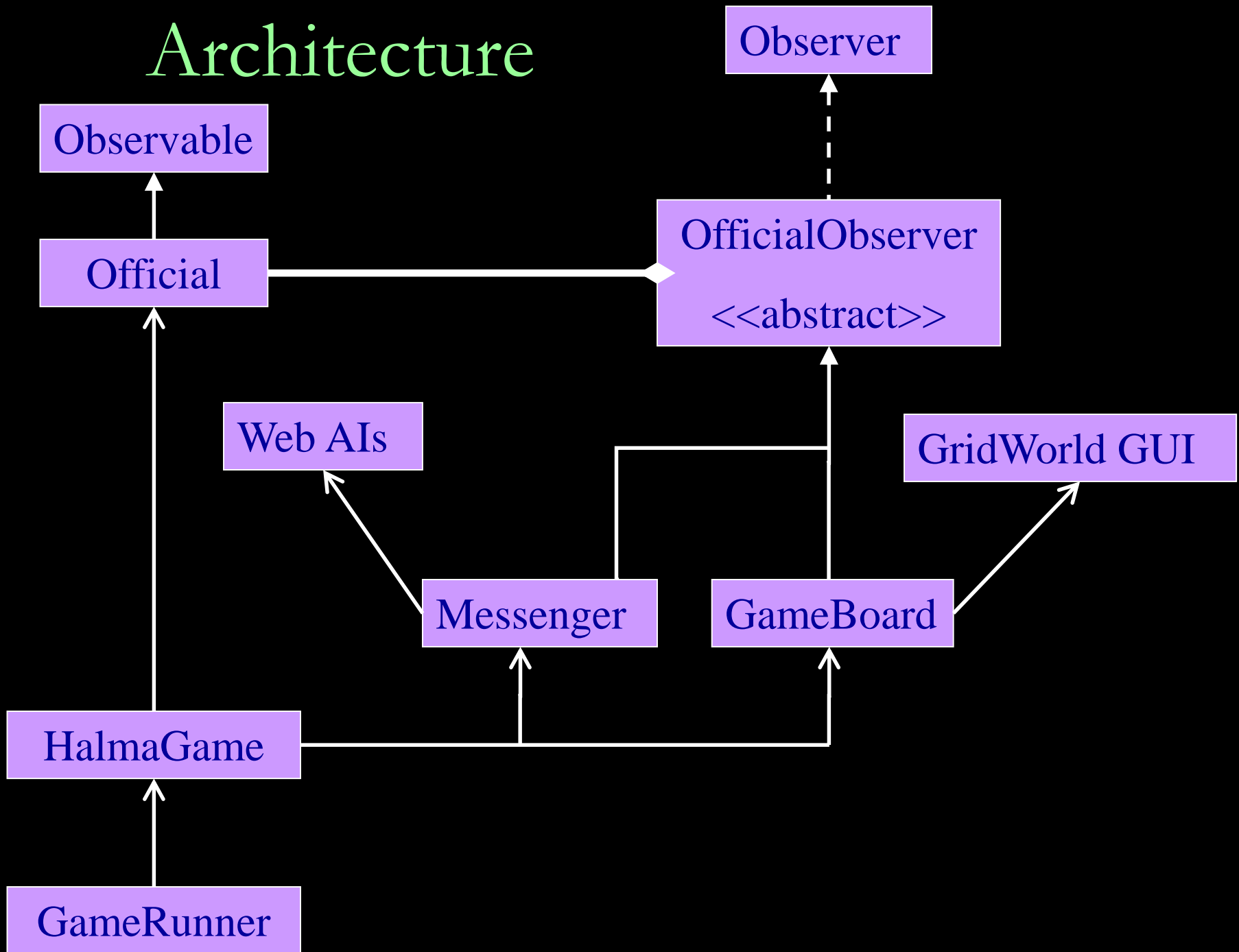


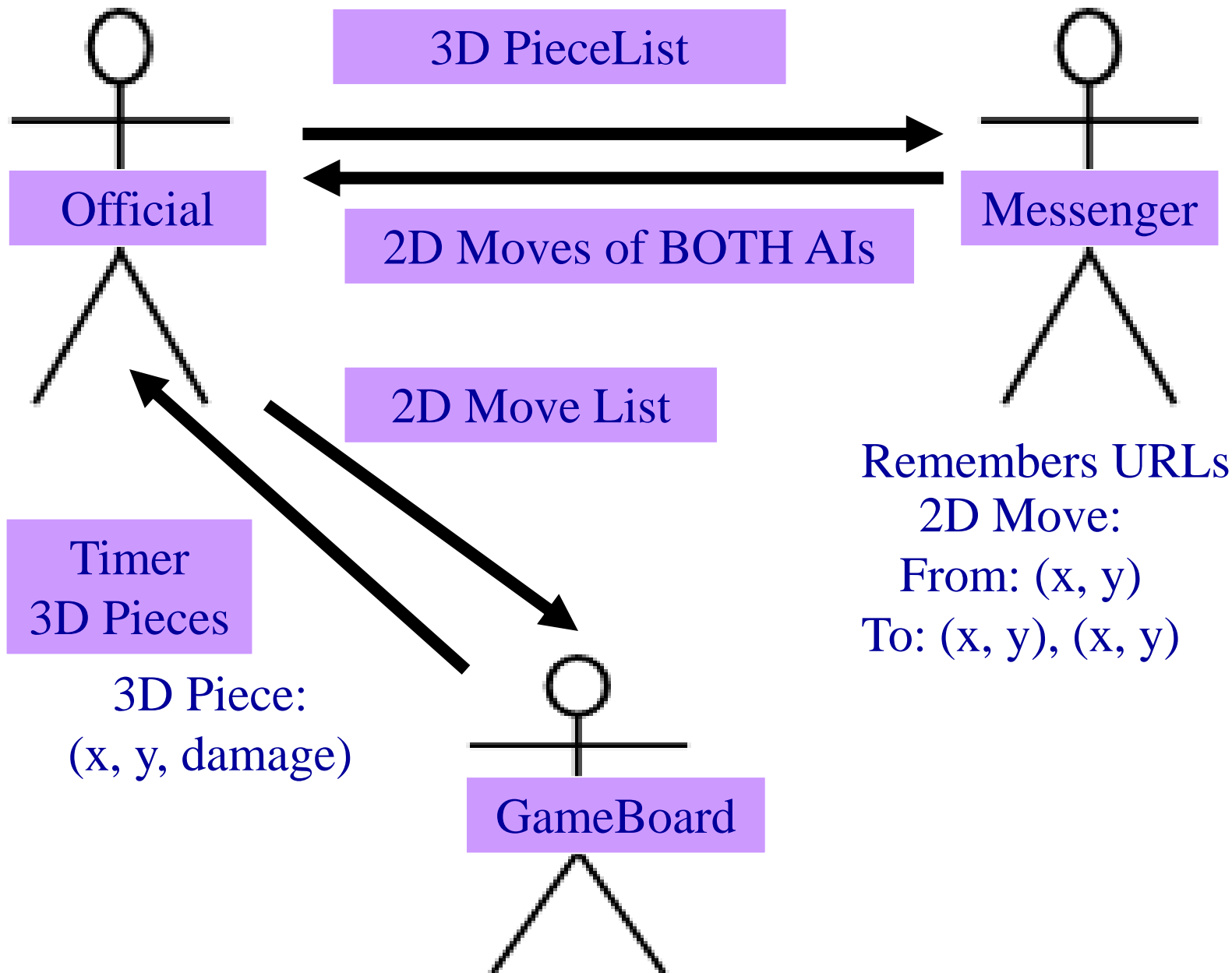
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CSE 4345

General Requirements

- If possible, 1 piece moves from each team
- Game engine cycles based on a timer
 - Send Web AI board data (HTTP POST JSON)
 - Receive each AI's next move (JSON)
 - Check move validity (CSE4345 Rules)
 - Perform the moves (GridWorld GUI)
- Collisions = 5 jumpless turns
 - Reset on re-collision to 5
 - Decrement on successful move, down to 0
 - Both pieces occupy same square

Architecture





Remembers URLs

2D Move:

From: (x, y)

To: (x, y), (x, y)

3D Piece:
(x, y, damage)

Remembers Locations/Collisions/Rules

Testing Strategy

- ▣ Black-box Checklist Testing
 - Observe behavior of UI, Web Service
- ▣ White-box Integration Testing
 - Sync all components together