RoboRally Taxonomy

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RoboRally Taxonomy

Group 18

MoSCoW Requirement List

Must have:

The game must have the following features:

- 1 - Play on at least one course.
- 2 - 2 to 6 players can play the game.
- 3 - Draw cards from all existing cards that are described in the rules
- 4 - Play 5 programming cards in a turn to plan the robot's movements.
- 5 - Choose which programming cards to play.
- 6 - Draw new programming cards each turn.
- 7 - Robots should start at starting field.
- 8 - Robots can move on the board.
- 9 - Shop refreshes cards.
- 10 - Plan a new turn when the robots have stopped moving, if the game is not finished.
- 11 - Push other players robots the robot bumps into them, during the moving phase.
- 12 - The robots moves one programming card at a time, and then it is the next robot's turn to move.
- 13 - Take damage and place this damage card in the discard pile
- 14 - Unused cards get shuffled after the round.
- 15 - Walls can not be moved through.
- 16 - Reach checkpoints with the robot.
- 17 - Finish and win the game, if I collect the correct amount of checkpoints that is required to win the game on that particular board.
- 18 - Visually distinguishable fields
- 19 - Draw my programming cards from the shuffled discard pile, when a programming phase begins

Should have:

The game should have the following features:

- 20 - Robots receive damage
- 21 - Robots shoot a laser forward, after each move, so that other players robots get hit and take damage.
- 22 - Play a damage card in the programming phase.
- 23 - Robots standing on a checkpoint at the end of a register, so that the player gets a checkpoint to their collection.
- 24 - Landing on a blue conveyor belt moves the robot two spaces forward of the conveyor belt.
- 25 - Landing on a green conveyor belt moves the robot one space forward of the conveyor belt.
- 26 - Landing on a push panel moves the robot to the next space of the direction the panel is facing.
- 27 - Landing on a gear, turns the robot 90 degrees in the direction of the arrow on the gear.
- 28 - Robots can get hit by lasers placed on the map, and take damage if hit, every cycle of the moving phase.
- 29 - Robots take damage if moving out of bounds.
- 30 - Robots that land in a pit takes damage.
- 31 - Robot re-spawns where it started the game, when the robot goes out of bounds, or it lands in a pit.
- 32 - Players can visually see what is happening during a round.
- 33 - Players can change the order of their programming cards during the programming phase, if they make a mistake, or changes their mind.
- 34 - The non-played programming cards, ends in the discard pile when the programming phase is over.

Could have

- 35 - A timer of 30 seconds starts in the activation phase, when a player is done programming, so that the other players run out of time.
- 36 - Players gets random programming cards on their empty programming fields if they run out of time.

Would be nice to have

- 37 - Use energy tokens to upgrade robot.
- 38 - Purchase upgrade cards to upgrade robot.
- 39 - Play temporary upgrade cards before a turn, and get it removed after the turn.
- 40 - Choose from different upgrade cards to buy.
- 41 - Players keeps the non-temporary upgrading cards after the turn.
- 42 - Change upgrade cards, if a player has more than the robot can carry.
- 43 - Players get one of four damage cards, when their robot takes damage.

- 44 - If the robot falls into a pit, fall of the board, or activate a worm card, the robot must reboot and take the following actions:
  - Take two spam damage cards and place them in the players discard pile.
  - Cancel the players programming.
  - Discard the programming cards (including damage cards) from register and hand.
  - Wait until next turn to program the robot.
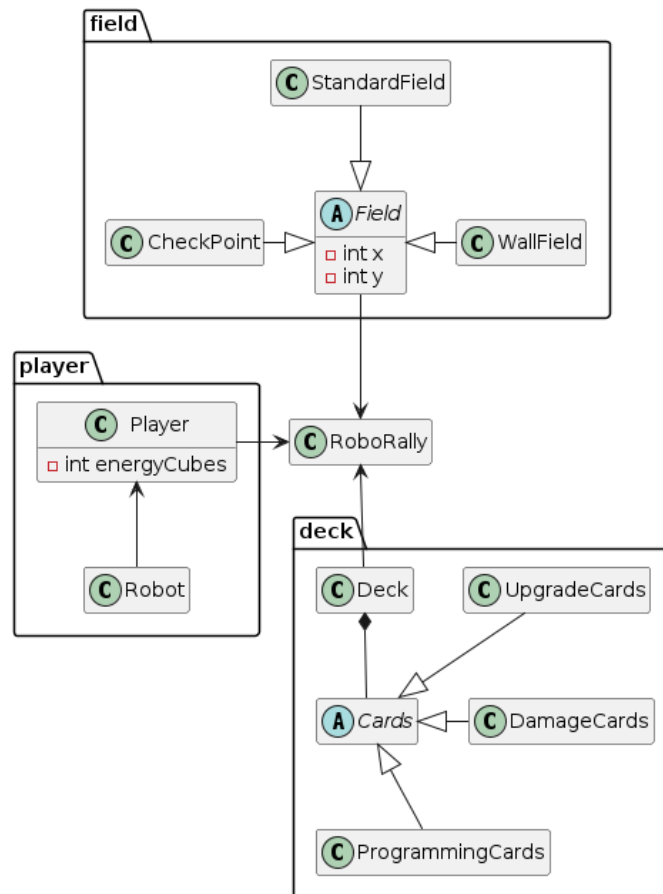 - Place the robot on the reboot token that the robot started the game on and play temporary upgrading cards during activation phase.

Domain Model

Figure 1: RoboRally taxonomy