

Progress Report
Team 37 Week 1
Date of Submission: January 23, 2018

Roy Xia	101009419	royxia@cmail.carleton.ca
Janielle Scarlett	101003398	janiellescarlett@cmail.carleton.ca
Jacob Martin	101003643	jacobjmartin@cmail.carleton.ca
Qudus Agbalaya	101007487	gudusagbalaya@cmail.carleton.ca

	Hours Spent	Deliverables	Next week plans
Janielle Scarlett	10 hours	Scenarios Planning	<ul style="list-style-type: none">• Start Code Implementation• Game Architecture
Roy Xia	8 hours	Scenarios Planning	<ul style="list-style-type: none">• Start Code Implementation• Game Architecture
Qudus Agbalaya	8 hours	Scenarios Planning	<ul style="list-style-type: none">• Start Code Implementation• Game Architecture
Jacob Martin	8 Hours	Scenarios Planning	<ul style="list-style-type: none">• Start Code Implementation• Game Architecture

Scenarios

Scenario 1: Quest testing

• 4 Player Game

Beginning Game State	Rank	Shields	Cards
Player 1	Squire	0	Lance Sir Galahad
Player 2	Squire	0	Boar Saxon Knight Sword Dagger Horse
Player 3	Squire	0	
Player 4	Knight	2	Horse Mordred

- Quest “Repel the Saxons” is drawn by Player 1 who declines sponsoring
- Player 2 accepts sponsoring “Repel the Saxons”
 - Stage 1: “Boar” equipped with a “Sword” and “Dagger” (total 20 points)
 - Stage 2: “Saxon Knight” equipped with a “Horse” (total 35 points)
- Player 1 accepts to participate
- Player 3 declines to participate
- Player 4 accepts to participate
- Player 1 equips a “Lance” for stage 1 (total 25 points)
- Player 4 equips a “Horse” for stage 1 (total 20 points)
- Player 1 and 4 defeat the “Boar” in stage 1 and draw a card from the adventure deck and continue

- Player 1 plays “Sir Galahad” for stage 2 (total 40 points)
- Player 4 plays “Mordred” for stage 2 and activates his ability to remove Player 1’s “Sir Galahad” (total 20 points)
- Both “Sir Galahad” and “Mordred” are put into the discard pile
- Player 1 (total 20 points)
- Player 1 fails against the “Saxon Knight” in stage 2
- Player 4 fails against the “Saxon Knight” in stage 2
- Quest ends, all cards used are discarded
- Player 2 draws 7 cards from the adventure deck
- Turn moves to Player 2
- Check Game state to match

Ending Game State	Rank	Shields	Cards
Player 1	Squire	0	1 Unknown Card
Player 2	Squire	0	7 Unknown Cards
Player 3	Squire	0	
Player 4	Knight	2	2 Unknown Card Sir Galahad

Scenario 2: Prosperity throughout the Realm Event Test

- 3 Player Game

Beginning Game State	Rank	Shields	Cards
Player 1	Squire	0	0 cards
Player 2	Squire	0	1 card
Player 3	Squire	0	2 cards

- Event Card “Prosperity throughout the Realm” is drawn by Player 1
- Each player draws 2 cards
- Check each player’s total cards

Ending Game State	Rank	Shields	Cards
Player 1	Squire	0	2 cards
Player 2	Squire	0	3 cards
Player 3	Squire	0	4 cards

Scenario 3: Chivalrous dead event test

Beginning Game State	Rank	Shields	Cards
Player 1	Squire	4	
Player 2	Squire	3	
Player 3	Knight	1	

- Event Card “Prosperity throughout the Realm” is drawn by Player 1
- Player 2 gains 3 shields
- Check Players total shields and rank

Ending Game State	Rank	Shields	Cards
Player 1	Squire	4	
Player 2	Knight	1	
Player 3	Knight	1	

This week our team has **NO** issues to report in terms of participation, contributions, distribution of work.