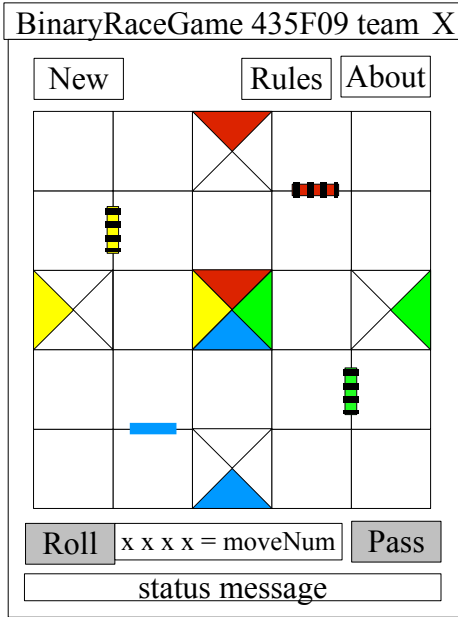


Appearance/View



01: Game Elements:

- a. Board: 5x5 layout, safe squares ('X'), colors, correct locations
- b. Pieces clearly on locations, able to see color & quantity
- c. Dice show binary roll & move number
- d. Entry gates visualized, change state to show access to inner squares

02: Visual Feedback:

- a. Players know when and who should roll
- b. Players know who should move a piece
- c. Status field clearly visible and updated correctly
- d. At game start; indication of how to enter teams

03: Addition Info Displays

- a. About box (team pic/names)
- b. About box (SIUC 435F09)
- c. About box (credits)
- d. Rules – start-up, rules
- e. Title bar
- f. jar file name etc.
- g. readme

- e. Winner is indicated
- f. Game over is indicated
- g. Invalid move is indicated
- h. Crash is indicated
- i. Extra turn indicated (from crash)
- j. Extra turn indicated (from roll)
- i. Where-To? feature (shift-click) shows where piece would go

04: Overall Display Aspects

- a. View remains synchronized with model
- b. Spelling
- c. Resize appearance
- d. Component usage
- e. Professional appearance (layout/color/fonts)
- f. Sound effects enhance game play

05: Initial Start-up Sequence

- a. Game starts by showing the “About” interaction space.
“Play Game” & “Rules” options
- b. Hit “Play” to enter game interaction area (shows board)
- c. Board starts out empty
- d. Roll/Pass actions are disabled
- e. Goal square click adds new team – status instructs/updates
- f. Teams appear as added (Blue, Red, Green, Yellow)
- g. Roll action is enabled after 2 teams added
- h. No new players after 1st roll of game
- i. Cycle to remove players after 4 teams entered.
1,2,3,4,3,2,3,4,3,2,3

07: Game Logic

- a. Teams start in correct positions (Blue, Red, Green, Yellow)
- b. Confirm movement patterns (Blue, Red, Green, Yellow)
- c. Confirm turn-in only after team crash (see 1d)
- d. Movement specified by clicking starting board location
- e. Illegal moves prevented – no penalty
- f. No crash on safe spots
- g. No firewall on safe spots
- h. Crash sends one opponent home – gives extra roll
- i. No crash on self.
- j. Firewall sends attacker home
- k. Enter goal square only on exact roll

06: Dice Behavior

- a. Roll action enabled only when required
 - b. Pass enabled after roll before moving
 - c. Pass passes on a roll not a turn
 - d. Rolling a flush gives an additional roll
 - e. Crash (not firewall) gives extra roll
 - f. Distribution of rolls is realistic
 - g. Sound effect for roll
 - h. Sound effect for rolling a flush
 - i. Auto-Roll feature
- see also: 2a,b,i,j

08: Additional Sounds

- a. Crash
- b. Firewall
- c. Goal reached
- d. Winner
- e. Illegal Move

09: Application Actions

- a. About available anytime
- b. Rules available anytime
- c. Return to game in progress after viewing About or Rules
- d. Winner noticed. Others continue play
- e. New game – assumes same # of players.
- f. Clean shut-down anytime (close window)

10. Delivery:

- a. executable jarfile
- b. build file with jar target

- c. Demos
- d. Automated customer acceptance tests