

Department of Computer Science & Engineering, University of Nevada, Reno

BETA Universe Systems Initiative Table Application

Team 07: Taking Initiative

Team: Jacob Gayban, Mark Graham, Andy Alarcon, Jacob Tucker, Griffin Wagenknecht

Instructors: Dr. David Feil-Seifer, Dr. Devrin Lee, Vinh Le

External Advisor: John Molt [Client]

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Use Cases/Requirements Implemented

Below is the list of use cases/requirements implemented and demonstrated during the progress demo. Multiple team members together implemented most of our use cases/requirements to ensure we distributed the workload evenly. The team member's name that appears bolded was ultimately responsible for the completion of the use case/requirement.

Use Cases/Requirement	Teammate(s) Responsible
UC01/FR01 [1]: CreateAccount - Players can create an account by providing an email and password.	Griffin Wagenknecht, Andy Alarcon
UC02/FR02 [1]: Login - Players can log into registered accounts by providing an email and password.	Griffin Wagenknecht, Andy Alarcon
UC04/FR03 [1]: CreateSession - (GM only) GMs can create new sessions by providing a name.	Jacob Gayban
UC05/FR04 [1]: DeleteSession - (GM only) GMs can delete existing sessions by clicking on a session's delete button.	Jacob Gayban
UC03/FR05 [1]: JoinSession - After login, users will be able to see all available sessions, which they can click on to join.	Andy Alarcon
UC18/FR06 [1]/FR12 [1]: Chat - Players can communicate with each other through text. Messages can be sent both publicly and privately.	Andy Alarcon, Jacob Tucker
UC06/FR07 [1]: CreateCharacter - Players can create characters to use in various sessions. Characters have various attributes like their name, equipment, and stats.	Mark Graham, Jacob Gayban
UC07/FR09 [1]/FR33 [1]: EditCharacter - Players can edit their characters' names, equipment, and stats.	Mark Graham, Jacob Gayban
UC08/FR10 [1]: DeleteCharacter - Players can delete their characters by clicking on that character's delete button.	Mark Graham, Jacob Gayban
UC09/FR14 [1]: PickTargets - Certain actions, like	Jacob Tucker

attacking, require the player to select the target(s) for that action.	
UC19/FR15 [1]: Confirm - The active character confirms their targets.	Jacob Tucker
UC20/FR29 [1] : StartSession - (GM only) The GM starts the session. Prompts all players to roll for their initial initiative values.	Andy Alarcon, Griffin Wagenknecht
UC22/FR30 [1]: SignalPlayer - (GM only) The GM selects a player to perform their action on the current segment. The selected player's controls will be activated.	Andy Alarcon, Griffin Wagenknecht
UC17/FR35 [1]: EditSelected - Allows a selected character to be edited. Examples include changing their names, affiliations, or number of actions.	Mark Graham, Jacob Gayban
UC10: Attack - The active character takes an attack action against designated targets with a specified weapon.	Andy Alarcon, Griffin Wagenknecht, Jacob Tucker
UC13: Defend - The character being attacked makes a defense roll against an attack with their current armor and/or shield.	Andy Alarcon, Griffin Wagenknecht, Jacob Tucker
FR16 [1]: ITA shall display the "attack" interface.	Jacob Tucker, Griffin Wagenknecht
FR17 [1]: ITA shall allow the user to input a value for an attack roll.	Jacob Tucker, Griffin Wagenknecht
FR18 [1]: ITA shall allow the user to select a weapon for an "attack" action.	Jacob Tucker, Griffin Wagenknecht
FR19 [1]: ITA shall display the "defense" interface for an attacked user to defend.	Jacob Tucker, Griffin Wagenknecht
FR20 [1]: ITA shall allow the user to input values for the "defense" action.	Jacob Tucker, Griffin Wagenknecht
FR34 [1]: ITA shall generate dice rolls upon user request.	Andy Alarcon
FR36 [1]: ITA shall guide the user through the attack loop.	Andy Alarcon, Griffin Wagenknecht

FR37 [1]: ITA shall calculate a player's initiative after they make an action.	Andy Alarcon, Griffin Wagenknecht
FR08 [1]: ITA shall display a character creation interface.	Mark Graham, Jacob Gayban
FR11 [1]: ITA shall display the initiative table data.	Jacob Tucker
FR13 [1]: ITA shall allow the user to select an action.	Jacob Tucker
NFR08. [1] : ITA will be optimized on mobile devices.	Jacob Tucker

Table 1: The table above lists the use cases/requirements that have been implemented and were demoed during the progress demo.

Use Cases/Requirements to be Implemented

Below is the list of use cases/requirements that are not yet implemented but will most likely be by the final internal demo.

Use Cases/Requirement	Teammate(s) Responsible
UC12/FR25 [1]: Move/Misc - The player moves their character to a new position on the field, and their initiative will then be updated. Miscellaneous actions performed outside of the scope of the app will also be performed.	Andy Alarcon, Griffin Wagenknecht
UC14/FR26 [1]: Hold - The player decides to take no action on their turn. Holds after the first will decrease a player's number of actions by 1.	Andy Alarcon, Griffin Wagenknecht
UC15/FR27 [1]: WaitUntil - The player declares a condition that may be met. Players in waiting have their turns skipped. If the condition is met, the player can immediately take action, even when it is not their turn.	Andy Alarcon, Griffin Wagenknecht
UC21/FR29 [1]: EndSession - (GM only) The GM ends the current session. All player actions are disabled and an optional ending message may be displayed to everyone.	Andy Alarcon, Griffin Wagenknecht

Table 2: The table above lists the use cases/requirements that are not yet implemented but will most likely be by the final internal demo.

Current Project Status

At the time of the progress demo, the Beta Universe Systems Initiative Table Application was nearly complete, with the exception of color accessibility concerns, the move, hold, end, and wait button functionalities, and other minor UI changes. At this stage, the team is finishing the remaining functionality, iterating over-testing, debugging any new problems that arise, as well as consulting with the external advisor to ensure the client's expectations and preferences are being addressed.

The application currently includes all of the primary functionality that was agreed upon between the team and the advisor. This functionality includes user registration, logging in, character creation, deletion, and editing. It includes tracking GM status, session creation, and deletion. The application can host sessions that multiple users can connect to and take part in a game. Inside a session, the application tracks initiative values, character profiles, and a chat log. Combat functionality, the core game feature, has been fully implemented. The majority of the buttons in the button palette have been implemented to the game specifications. The player chat log is functional, and the system tracks various game moves through the chat.

Since the demonstration for CS 425, the majority of core combat mechanics, features, and functionalities have been implemented. This functionality includes everything related to the combat loop, major UI updates, color accessibility concerns, hiding information based on GM status and combat loop stages, and changing initiative table colors based on team status and target selection. The primary functional buttons in the button palette have now been implemented. Compared to the bare-bones version in December, the character creator/editor feature was fully completed. Editing characters while in session has also been completed in conjunction. Essentially, the demo at the end of CS 425 included user registration, logging in, hosting sessions, session management, and basic UI. The functionality, UI, primary features, and everything related to combat has been developed during the Winter and Spring semesters.

Work Contribution

Member:	Feature Contribution:	Total Time (Hours):
Andy Alarcon	<ul style="list-style-type: none"> - Implemented start session functionality: 7.0 - Implemented signaling players functionality: 4.0 - Implemented attack/defend functionality: 8.0 - Implemented dice roller functionality: 4.0 - PA1: 2.0 - PA2: 2.0 - PA3: 2.0 - PA4: 1.5 	30.5
Jacob Gayban	<ul style="list-style-type: none"> - Session management UI: 6.5 - Session creation functionality: 2.5 - Session delete functionality: 1.5 - Character creation functionality: 7.0 - Character edit functionality: 2.5 - In-session character edit functionality: 1.5 - Character delete functionality: 1.5 - PA1: 2.5 - PA2: 1.5 - PA3: 1.5 - PA4: 1.5 	30
Mark Graham	<ul style="list-style-type: none"> - Character Management Character Delete: 3.5 - Character Management Character Edit <ul style="list-style-type: none"> - Weapons details added to payload: 2.5 - Shields details added to payload: 3.5 - Armors details added to payload: 2.5 - In-session Character Edit Functionality <ul style="list-style-type: none"> - Weapons details added to payload: 3.0 - Shields details added to payload: 4.5 - Armors details added to payload: 2.5 - PA1: 2.0 - PA2: 2.0 - PA3: 2.0 - PA4: 2.0 	30

Jacob Tucker	<ul style="list-style-type: none"> - Internal Session UI: 1 - Initiative Table UI: 2 - Button Palette UI: 1 - Attack/defend UI Modal: 5 - Target selection UI: 3 - Weapon/Armor selection UI: 2 - Bonus/Penalty UI: 2 - Ranged Penalty calculation: 2 - Mobile optimization: 5 - PA1: 2.0 - PA2: 1.5 - PA3: 1.5 - PA4: 2.0 	30
Griffin Wagenknecht	<ul style="list-style-type: none"> - Authentication system changes: 2.0 - Performed manual testing: 2.0 - Automated integration test cases: 6.0 - Combat (attack/defend, move, hold, wait, start, end) functionality outlining, planning, pseudocode: 8.0 - Pair programming combat functionality: 2.0 - PA1: 2.0 - PA2: 3.5 - PA3: 3.5 - PA4: 1.5 	30.5

Table 3: The table above shows the amount of time spent by each team member on each activity.