

# COMP-361 Project

## Medieval Warfare Maintenance

### Cannons

Forts can now also build cannons. A cannon (12 wood, 35 gold, 5 gold upkeep) is initially placed around the fort in which it is created. A cannon protects no hexagons except the one it is on as a soldier, and hence can only be destroyed by an enemy knight. A cannon can only move from a hexagon to an adjacent one, one hexagon per turn at a time. Just like knights, cannons can't move through the forest and destroy any meadows that they roll over. Cannons can not invade enemy territory, but they can spend one turn and one wood to fire onto an enemy's territory within a two hexagon range. Whatever unit is on the targeted hexagon is destroyed and replaced with a tombstone. If the hexagon contains a hovel, the hovel is destroyed and replaced as per normal rules. To destroy a village, two cannon shots are required. To destroy a fort requires 5 cannon shots, and to destroy a castle (see below), 10 cannon shots are required.

### Castles

A fort can now be upgraded into a castle for an additional 12 wood. Castles have an upkeep of 80 gold per turn. The Castle is the village of villages. It cannot be sieged by any ordinary means and commands an area of one hex around it at the level of a Knight. It can only be destroyed by an enemy cannon's fire.

### Acceptance Test Preparation

The acceptance test will be held in the week of Monday April 6th. During the test, the group of graders (i.e. my TA, myself, ...) will play your game, looking for bugs / glitches and violations of the game rules. We run the show, and you basically just watch. Again, if all the game rules are implemented correctly, your grade will be "A-". You'll get an "A" if your implementation provides more than the minimum, e.g. an awesome user-interface, additional units, team play, etc...

In order to make the acceptance test easier for me and the team of graders, you have to prepare in advance several saved games with game configurations that allow us to easily test the following cases:

- combat rules between all units, i.e. peasant vs. infantry vs. soldier vs. knight vs. cannon vs. tower
- invading a village
- starving a village (and transforming all the villagers into tombstones)
- 3-way merging of landmasses
- 3-way splitting of landmasses
- winning the game

We are not responsible for not having enough time to grade all the required functionality if you don't have the appropriate saved games ready, or if your user interface is slowing us down considerably or if lengthy restarts are required whenever a game is loaded. It is your responsibility to make sure that we can test all the required functionality of the game within 20 minutes.

### Course Evaluation

Please don't forget that it is soon time to give me feedback on the course by filling out the course evaluation forms. Please give as much comments and feedback as possible. Highlight the strength of the course, but also suggest improvements. I am especially interested in any constructive feedback you might have on the use of model-driven engineering in the course. Also, if a question does not apply to the course (e.g. this course has no "field trips"), then please select "n/a" when answering it.