Card Mage

Computer Science and Engineering
University of Nevada, Reno
Team 13
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1. Implemented Use Cases

ID	Use Case	Description
UC01	**playGame**	Upon starting a game of Card Mage, the player will enter the game world and have the ability to interact with their surroundings.
UC02	**pauseGame**	After a user has started a game of Card Mage, they may pause their current playthrough. In the pause state the user may resume play, access options, change deck, go to the main screen, and exit the game.
UC03	**exitGame**	The user may end their play session by confirming that they want to exit the game through the pause state menu.
UC04	**editDeck**	User can edit the deck at the end of a given checkpoint level at the start of a game, or when the game is paused.
UC05	**viewStatistics**	User can view statistics anytime through the pause screen such as damage done, enemies killed, gold earned, time played.
UC06	**drawCard**	The player will draw a card from their deck to their hand or from any specified location based on card effects.
UC07	**useCard**	When the user activates a card from their hand, the card effect is performed and the card is removed.
UC08	**pickupCard**	Upon finding a card, the card will be added to the deck
UC9	**spendCurrency**	Will subtract the cost of an item passed from the users current currency.
UC10	**buyItem**	Will use pickupCard then call spendCurrency in transaction situations with card vendors.
UC11	**onDeath**	When the Player hits 0 hit points, it should call pauseGame and take the player to a death screen.
UC12	**generateMap**	Display a map corresponding to the playspace, obscured by fog of war until an area has been cleared, upon when it will be permanently revealed.
UC13	**bossDefeat**	Reward the player and allow access to the next level while cataloging the defeat state and updating statistics.
UC14	**mainMenu**	Upon launching Card Mage the user will be able to choose from play game, options, and exit game.

2. Unimplemented Use Cases

ID	Use Case	Description
UC13	**bossDefeat**	Reward the player and allow access to the next level while cataloging the defeat state and updating statistics.

3. A summary of current project status

We have mostly implemented all of our key features. At this point in time it has base functionality without being the exemplary of what might be on the Steam Store. While each base functionality has been implemented, they can all be expanded upon and will be in the coming future. Our key focus right now is adding in the last use case we have not implemented yet and adding more sheer content to our game (like cards, effects, enemies and misc).

Our main roadblock right now is the art and animation side of our game but we have spoken to our advisors and project manager about this and the current idea is reducing the scope of our art contributions to have more focus on the design and engineering side of the game. With this in mind our project should be a fully functional game by the end of 2 weeks and a very fun game when innovation day comes.

4. Contributions of team members

Robert Bothne: review and editing, summary of current project status, implemented use cases, unimplemented use cases : 1hr

Grant Davis: review and editing, summary of current project status, implemented use cases, unimplemented use cases : 1hr

Dan Huynhvo:review and editing, summary of current project status, implemented use cases, unimplemented use cases : 1hrr

Abida Mim: review and editing, summary of current project status, implemented use cases, unimplemented use cases : 1hr