Assignment: Implementation and final delivery

Finally, after the prototype phases, you will need to deliver an implementation for the game. The implementation must be based on the design you provided in assignment 3.

With the implementation you will also have to deliver the updated versions of use cases (your initial set or minimum the three used for the sequence diagrams, but make sure all steps and extensions and sub-alternatives are described), scenario diagrams (only the three I asked for) and class diagram(s) if you wish to improve the preliminary grades on those artefacts according to the feedback I gave you. Please re-upload them in their initial Dropboxes.

- The idea was to implement the full game minus the battle features. However, if not every God card is there, that's fine. Do make sure that the normal cards can be played and the board gets updated accordingly. A simple GUI is enough.

- Please document your code according to good programming practice. I have to be able to understand the implementation without you walking me through the code but only by means of reading your documentation and looking at the code myself.

- The implementation must be robust enough to let me play the game and try to break it by clicking around on random things.

- Write up a page that describes your code delivery: What did you deliver (used technology and form of delivery – is it an executable file or source code, how it was implemented)? How do I install this and how do I get it running on my system? What are the prerequisites and what are the steps for me to be able to execute your game on my system?
  It is important that you write up such an instruction simply for the purpose of being able to reuse what you did in a year if you ever wish to do so. It is crucial for good software engineering practice, and that's what we're aiming for in this course. So don't worry too much about if it will actually be possible for me to install this on my machine and get it to run. It is more important that you learn and practice how to write useful instructions.

Deliverables:

1. A ZIP file with a PDF file of the instructions and the code should be submitted per team via Beachboard in the Dropbox by May 4 end of lab session.
2. The cover page of the PDF should include all names and student IDs of the team members.

Evaluation:

- Game works well for most of the cards.
- Code is documented sufficiently and well structured.
- Implementation is consistent with the earlier specifications.
- Description is well written and the instructions are easy to follow.