COMP-361 Project
Medieval Warfare - Demo
(12% of final grade)

The demonstrations will take place on the 3rd floor of the Trottier building in the week of March 9th - March 13th 2015. If your game does not run on the Trottier machines, please bring your computers / laptops / pads / consoles and set them up in one of the meeting rooms.

Minimum Requirements

In your demonstration you have to show how two players go about to start a game of medieval warfare. The island/map used to play the game can be a pre-defined island. It must contain trees and meadows, and at least one region belonging to each of the two players with a village. When the game is running, each player should be able to instruct one of his villages to hire a villager. Once the villager is placed on the map, the players should start moving the villager around the map to collect wood and take over neutral land. Movement rules should be respected, e.g., the villagers can not jump to a tile that is not part of the region of the village or adjacent to the border. It should be possible to visually verify that the moves of one player are communicated correctly to the opponent machine over the network. Finally, it should be possible to view the wood pile of a village, in order to demonstrate that it correctly updates when a villager collects wood. It should also be possible to upgrade hovels to towns and then to forts, which decreases the wood pile accordingly.

You are not required to demonstrate any other functionality. In particular, it is not required to demonstrate interactions with the enemy / invading enemy territory during the demo. Also, you are not required to showcase the gold piles of a village, nor to demonstrate that acquiring villagers costs gold. You don't have to show that the gold of a village at the beginning of each turn is updated, that the wages are paid, and that trees grow. Finally, loading and saving of games is also not required.

Schedule of the Demonstration

The demonstration should not take longer than 15 minutes. It must include starting the system. During the demo, the group of graders (i.e. my TA, myself, ...) will not touch the computers, nor interfere with the demo in any way. YOU run the show. Demonstrate what your software can do (and do not show what it can not do). Explain what is happening during the demo, i.e., how you set-up the communication between the two players, what functionality you are currently demoing, etc. Show off your cool features, and do not talk about the bad ones / remaining bugs. Any unforeseen event (e.g. crash) that hurts the "demo effect" might affect your grade.

If you can demonstrate the minimum functionality mentioned above successfully without any crashes or other visible bugs, you'll get an "A-". Any additional functionality / fancy user-interface / interesting demo will increase your grade to "A".