

Hungry penguins

Strategy board game

0

2/3 people

Project Description

In the board game "Hey, that's my fish!", several players play turn-by-turn, moving at each turn one of their penguins on a hexagonal grid. After moving, the penguin eats the fish present on the cell where he has arrived, and the cell he left thaws. The game is over when nobody can move anymore. The goal is to have eaten as much fish as possibly by then. The complete rules can easily be found online.

Skills

Graphics

Algorithms

(*)[The skill scale is from 0 (Fundamental Awareness) to 6 (Expert).]

Level 0 Where everything must start.

+ 500 xp Management

Project created on project management platform (e.g. github).

+ 500 xp Communication

Mailing list for developers, with all developers subscribed.

+ 500 xp Compilation

Standard build system, documented in a README/INSTALL file.

Level 1 You may now pursue to the level 1 of the project.

+ 1000 xp Documentation Required for IvI 1 validation Source code documentation generated from build system and documentation generated from the system and documentation generated from build system and documentation generated from the system and documentation generated from the

mented code.

+ 1000 xp Bug fighting Required for IvI 1 validation

Testing framework integrated in build system, including tests.

+ 500 xp Verification Required for IvI 1 validation

Continuous integration for all relevant build targets, including tests.

+ 1000 xp Text-based display

Define the datatype for the board, a game state, and display it in a text-based fashion.

+ 1000 xp Multiplayer game

Implement a multiplayer game (maybe text-based) where all players

play on the same machine.

+ 2500 xp Graphical interface

A graphical UI should allow to start a game, selecting the number of players, number of penguins per player, and grid size using a menu,

then play the game in multiplayer.

+ 500 xp Animation

Animate penguins when they wait, move, and perhaps eat.

+ 3000 xp End-game evaluation

When a connex piece of the board belongs to a single player, compute

exactly how much fish he can eat there.

+ 2500 xp Computer player

Implement computer-controlled players: first a greedy one; then

think of a smarter strategy.

Level 2 Level 1 must be unlocked to read this section