

Board

Programming Board



ENG1 Project Phase 2

Workspace visible



Invite

Potential TODO

Low Priority

add javadocs to website

Low Priority

random generation verification

**Low Priority**

up the damage in general, the game is too slow paced

Low Priority

add water splashes when raining



TODO

Mid Priority

junit testing

Mid Priority

spend plunder

High Priority **WAITING**

save files (do last)

Mid Priority **WAITING**

continuous integration

**Low Priority**

make mine sprite



do change reporting in the code as we go

RIIGS

DOING

BUG

the boat can spawn on the sand



DOING

High Priority

add links to weekly snapshots



Low Priority

make nice menu graphics



0/3



Low Priority

add more interesting difficulty options



1/2



DONE

High Priority

combat with other ships



High Priority

bad weather



6/6



High Priority

mines



4/4



High Priority

5 special powers



8/8



Low Priority

Update controls screen







1/1



Mid Priority


difficulty settings

  1/1

BUG

when a storm starts, all active
projectiles slow down



Low Priority

Ramming causes the water sound
to reset

BUG

the difficulty is reset to normal on
restart

