Board   **Programming Board**   ☆   ENG1 Project Phase 2   ⚇ Workspace visible

SH 🧑 HK JF 🧑   ⧉+ Invite

Potential TODO

add javadocs to website

random generation verification

≡

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

add water splashes when raining

Menu Textures

☑ 0/8

TODO

save files (do last)

spend plunder

make mine sprite

Unit Tests: College

Unit Tests: Entity

Unit Tests: EntityShip

Unit Tests: EntityAIShip

Unit Tests: GameScreen

Unit Tests: World

Unit Tests: WorldMap

Unit Tests: EntityCannonball

Unit Tests: Mine

Unit Tests: Powerup

Unit Tests: CollegeManager

Unit Tests: PowerupManager

BUGS

the boat can spawn on the sand

DOING

add links to weekly snapshots

make nice menu graphics

☑ 0/3

DONE

CI Pipeline

junit testing (boilerplate)

combat with other ships

bad weather

☑ 6/6

mines

☑ 4/4

5 special powers

☑ 8/8

Update controls screen

☑ 1/1

difficulty settings

☑ 1/1

when a storm starts, all active projectiles slow down

Ramming causes the water sound to reset

the difficulty is reset to normal on restart

add more interesting difficulty options

☑ 2/2