Board    **Programming Board**    ☆

ENG1 Project Phase 2    ⚒ Workspace visible

👤 HK JF SH 👤    ⌯+ Share

# 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

# BUGS

**BUG**
Disposing of GameScreen causes
the game to crash
👁  ≡  💬 2

**BUG**
Toggling the map by using both M
and the button causes the UI
elements to break

# DOING

# DONE

**High Priority**
Mark everything that was done as
part of assessment 2

part of assessment 2

☑ 4/4

**BUG**

the boat can spawn on the sand

**High Priority**

Unit Tests

☑ 13/13

**High Priority     BUG**

fix website

**High Priority**

save files (do last)

**BUG**

change text on shop screen to correctly reflect that its return to game not return to menu

**Mid Priority**

spend plunder

☑ 10/10

**Low Priority**

make mine sprite

**Low Priority**

Menu Textures

☑ 11/11

**Mid Priority**

CI Pipeline

**Mid Priority**

junit testing (boilerplate)

**High Priority**

**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**

Compartmentalize assets

≡

**Low Priority**

Update controls screen

☑ 2/2

**Mid Priority**

difficulty settings

👁 ☑ 1/1

**BUG**

when a storm starts, all active projectiles slow down

**BUG**

Ramming causes the water sound to reset

**BUG**

the difficulty is reset to normal on restart

≡

**Low Priority**

add more interesting difficulty options

≡ ☑ 2/2