Board **Programming Board** ☆

ENG1 Project Phase 2

△ Workspace visible



Potential TODO

Low Priority

add javadocs to website

Low Priority

random generation verification

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Low Priority

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

Low Priority

add water splashes when raining





TODO

Mark everything that was done as part of assessment 2

BUGS

High Priority

fix website

BUG

Disposing of GameScreen causes the game to crash

BUG

BUG

the boat can spawn on the sand



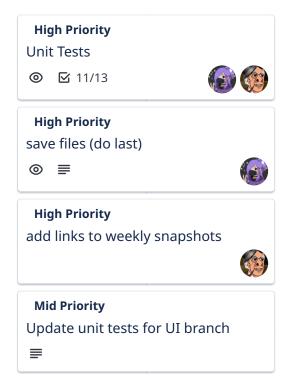


BUG

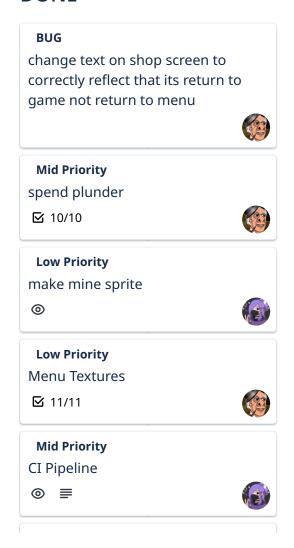
Toggling the map by using both M and the button causes the UI elements to break

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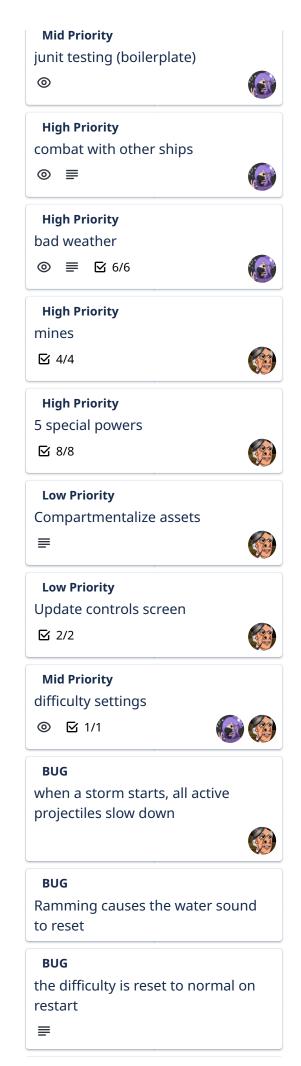
DOING



DONE



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Low Priority

add more interesting difficulty options





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