Board Programming Board ☆

ENG1 Project Phase 2

Å Workspace visible



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



BIIG

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

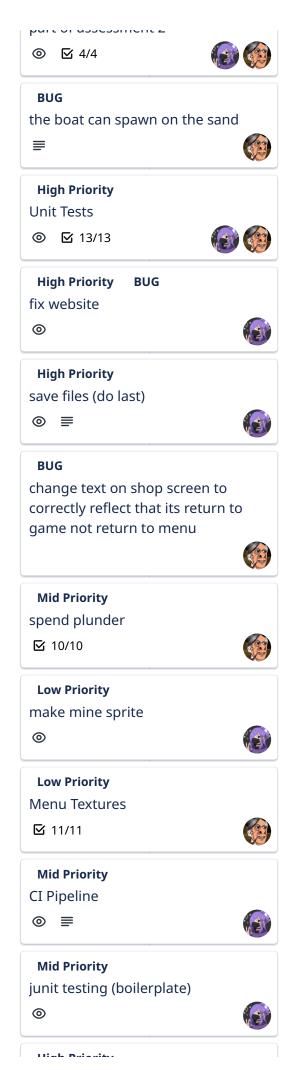
DOING

DONE

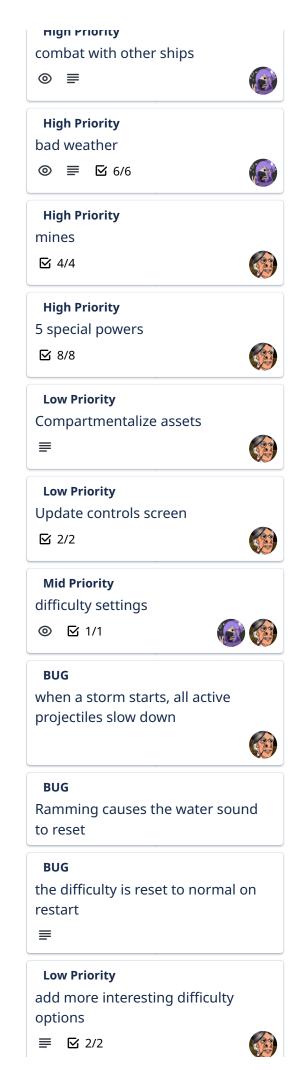
High Priority

Mark everything that was done as nart of assessment 2

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