

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**

add more interesting difficulty options

**Low Priority**

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

Low Priority

add water splashes when raining



TODO

High Priority

combat with other ships

High Priority

5 special powers

Mid Priority

junit testing

Mid Priority

spend plunder

High Priority **WAITING**

save files (do last)

Mid Priority **WAITING**

continuous integration



**Low Priority**

make nice menu graphics

**Low Priority**

make mine sprite



BUGS

DOING

High Priority

bad weather

**High Priority**

obstacles



DONE

Mid Priority

difficulty settings

