### 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**

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

#### **Low Priority**

add water splashes when raining





### **TODO**

#### **Mid Priority**

junit testing

#### **Mid Priority**

spend plunder

#### **High Priority WAITING**

save files (do last)

#### Mid Priority WAITING

continuous integration





#### **Low Priority**

make mine sprite

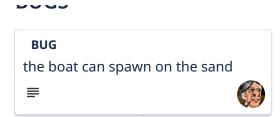




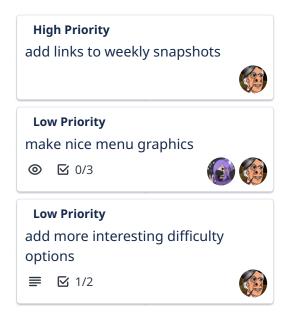
do change reporting in the code as we go

#### RIIGS

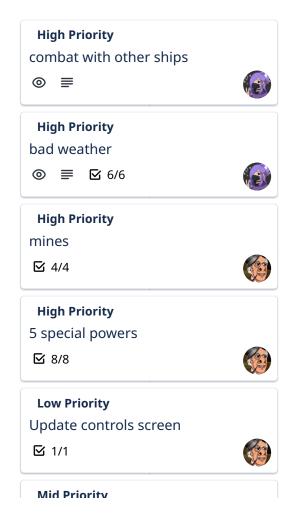
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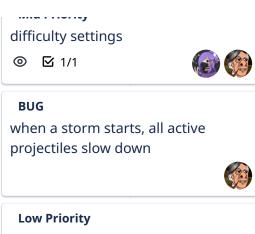
# **DOING**



### **DONE**



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Ramming causes the water sound to reset

#### BUG

the difficulty is reset to normal on restart



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