

Board

## Programming Board



ENG1 Project Phase 2

Workspace visible



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

Mark everything that was done as part of assessment 2

### BUGS

**High Priority** **BUG**

fix website

**BUG**

Disposing of GameScreen causes the game to crash



2

**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

## DOING

### High Priority

Unit Tests

  11/13



### High Priority

save files (do last)



### High Priority

add links to weekly snapshots



### Mid Priority

Update unit tests for UI branch



## DONE


### 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**  
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

