Important Notice for Grader for Formative

To run the app in lib go to the file titled main.dart. This controls the whole app. It's pretty straightforward from there however some features are not fully implemented, i.e. you can go to the store and pick defenders, but they don't appear on the game screen. Instead the game screen is just demonstrating the path an enemy will follow, however full game functionality will be available for the final.

Notice for grader regarding Game Dev Alternative

Hello,

I previously sent an email regarding my group's project and we then discussed our farm game (originally a clicking game) idea with you after a class period a few weeks ago. I remember you telling us that since we are doing the game development alternative and doing self research with the flame engine, that we did not need to implement http requests or the optional requirements like tables, geolocation, camera etc. I am just messaging to either confirm this so we can leave notice for our grader in our repo, or maybe there was a misunderstanding and we should still implement these things.

Thank you,
Olly Love

--
Olly Sean Love, BSc.
Ontario Tech University
T: (647) 518-8739

Michael Miljanovic   Thu, Nov 9, 11:36 AM (3 days ago)   ☆   ↰   ⋮
to Aron-seth, Andrei, me ▼

Hi Olly,

Since you are making a game instead of a traditional mobile app there will be some flexibility in which packages and features you are required to complete.

If you are not using HTML then I would recommend that the grade for that component be shifted to something else - most likely, the package you are using to run your game. This should typically be FlameGame, but if you are not using that, you should provide justification and implement the necessary features and functionality that FlameGame provides (e.g. being able to add sprite components, run a game loop, etc.). If you are using FlameGame, it should be set up sufficiently to run at least a small part of the game (perhaps with a few basic game elements in place but not fully complete just yet).

Let me know if you have any other questions.

We have not implemented flame game yet, however animation aspects have been made (the path enemy will follow to the barn), and defender images have been chosen. This will be added upon and things adjusted for use with flame games for the final.