10. Prototípus leadása

67 – brainstormers

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Tartalom

Változtatások:

Modell változtatásai:

Kivitelezés közben a modell néhány változtatáson esett át. A tesztek során kiderült, hogy módosítani kell a StarGate osztályt. Mostmár nem ő valósítja meg a Controllable interfészt, hanem, a közvetlen őse, a Building osztály, hogy minden épületnek legyen onTurn függvénye, valamint szükség volt szintén a StarGate osztályban egy változóra, ami jelzi, hogy egy adott körben esetleg a StarGate lépett-e. Szintén változtatás érte az Asteroid osztályt, mostmár az Asteroid is tartalmaz egy asszociációt a napra, hogy felrobbanás esetén szólhasson a napnak, hogy vegye ki a felrobbant aszteroidát. A Game osztályból kikerült az executeCommand függvény.

Néhány további apróbb változtatás:

Az Inventory osztályban lett egy új függvény a getStarGates, ami visszaadja a a StarGate-eket a tárolónkból. A Settlerben a placeStarGate függvény már egy StarGate paramétert vár, amit ki fog venni.

Nyelv változtatásai:

Néhány parancsnál úgy ítéltük meg, hogy változtatunk a formátumon, annak érdekében, hogy kifejezőbb legyen. A tesztek ezzel együtt változtak, de ugyanúgy megfelelnek az elozo leadasban definialt teszteknek, ugyanazt tesztelik, csak most az uj szintaktikaval vannak leirva. Ezt az új szintaktikát minden egyes tesztesetre feltüntettük az egyes tesztesetek alatt.

Telepes létrehozása:

create settler <id> asteroid <id>

Inventory létrehozása:

create inventory <id> alien <id>

Nyersanyag létrehozása:

create uran <id> <settler/alien> <id>

Telepes mozgatása:

move settler <id> dest <asteroid/stargate> <id>

Inventory méretének beállítása:

set inventory <settler/alien> <id> capacity <value>

10. Prototípus beadása

10.1 Fordítási és futtatási útmutató

10.1.1   Fájllista

Fájl neve	Méret	Keletkezés ideje	Tartalom

10.1.2   Fordítás

A fordításhoz szükséges Java Development Kit (JDK).
Csomagoljuk ki a Brainstormers_proto.zip-et.
Futtassul a ProtoBuildScript.bat fájlt.
Ez létrehoz egy bin könyvtárat a root könyvtárban és a src mappa tartalmát lefordítva a bin/-be írja.
(Ehhez a binben létrejön egy main alkönyvtár is.)
Végül a lefordított classokat egy Proto.jar-ba csomagolja. A Main osztályt határozza meg mint főosztály.

10.1.3   Futtatás

A futtastáshoz a ProtoRunScript.bat fájlt futtassuk!
Ez a korábban létrehozott Proto.jar csomagot futtatja.
A megnyílt parancssorban használhatjuk az elindult programot.

10.2 Tesztek jegyzőkönyvei

A tesztek bemenete esetén a megadott szintaktika végén lévő enter másolása és beillesztése is szükséges.
A kimenetek teljes megjelenítéséhez esetekben enter ütése is szükséges a bemeneten. Ha minden bemenet megjelent, akkor a „Could not parse command." üzenet olvasható akimeneten.

10.2.1   Bányászás telepessel

Tesztelő neve	Tóth Ádám
Teszt időpontja	2021.04.18. 20:00
Teszt szintaktikája	init game manually create sun sun1 create asteroid ast1 sun sun1 create settler set1 asteroid ast1 create inventory inv1 settler set1 set asteroid capacity ast1 10 create coal coa1 asteroid ast1 set asteroid rockThickness ast1 0 set asteroid closeToSun ast1 f start game mine settler set1 list turn events list all

Teszt kimenete	`# turn events:`
	`material mined coa1`
	
	`# list all:`
	`SunId: sun1`
	`isRandom: f`
	`asteroids:`
	`      asteroid: ast1`

```
--------------------
Asteroid id: ast1
rockThickness: 0
closeToSun: f
isRandom: f
materials:
     materials: -
neighbours:
     neighbour: -
buildings:
     building: -
settlers:
     settler: set1
nonPlayers:
     nonPlayer: -
--------------------
Settler id: set1
 hadAcrtionThisTurn: true
 asteroid: ast1
 inventory: Inventory id: inv1
materials:
MaterialId: coa1starGate: -

--------------------
```

10.2.2   Bányászás telepessel teli tárolóval

Tesztelő neve	Tóth Ádám
Teszt időpontja	2021.04.18. 20:00
Teszt szintaktikája	init game manually create sun sun1 create asteroid ast1 sun sun1 create settler set1 asteroid ast1 create inventory inv1 settler set1 set asteroid capacity ast1 10 create coal coa1 asteroid ast1 create iron iro1 settler set1 create iron iro2 settler set1 create iron iro3 settler set1 create iron iro4 settler set1 create iron iro5 settler set1 create iron iro6 settler set1 create iron iro7 settler set1 create iron iro8 settler set1 create iron iro9 settler set1 create iron iro10 settler set1 set asteroid rockThickness ast1 0 start game mine settler set1

	list turn events list all

Teszt kimenete	```
	# turn events:
	-
	
	# list all:
	SunId: sun1
	isRandom: f
	asteroids:
	    asteroid: ast
	-------------------- 	
	Asteroid id: ast1
	rockThickness: 0
	closeToSun: f
	isRandom: f
	materials:
	    material: coa1
	neighbours:
	    neighbour: -
	buildings:
	    building: -
	settlers:
	    settler: set1
	nonPlayers:
	    nonPlayer: -
	-------------------- 	
	Settler id: set1
	 hadAcrtionThisTurn: true
	 asteroid: ast1
	 inventory: Inventory id: inv1
	materials:
	 material: iro1
	 material: iro2
	 material: iro3
	 material: iro4
	 material: iro5
	 material: iro6
	 material: iro7
	 material: iro8
	 material: iro9
	 material: iro10
	starGates:
	 starGate: -
	-------------------- 	
	``

10.2.3   Telepes visszahelyez egy nyersanyagot

Tesztelő neve	Tóth Ádám

Teszt időpontja	2021.04.18. 20:00
Teszt szintaktikája	init game manually create sun sun1 create asteroid ast1 sun sun1 create settler set1 asteroid ast1 create inventory inv1 settler set1 create coal coa1 settler set1 set asteroid capacity ast1 10 set asteroid rockThickness ast1 0 start game drop settler set1 material coa1 list turn events list all

Teszt kimenete	```
	# turn events:
	material droppedcoa1
	
	# list all:
	SunId: sun1
	isRandom: f
	asteroids:
	     asteroid: ast
	-------------------- 	
	Asteroid id: ast1
	rockThickness: 0
	closeToSun: f
	isRandom: f
	materials:
	     material: coa1
	neighbours:
	     neighbour: -
	buildings:
	     building: -
	settlers:
	     settler: set1
	nonPlayers:
	     nonPlayer: -
	-------------------- 	
	Settler id: set1
	 hadAcrtionThisTurn: true
	 asteroid: ast1
	 inventory: Inventory id: inv1
	materials:
	 material: -
	starGates:
	 starGate: -
	-------------------- 	
	``

10.2.4   Telepes nem tud visszahelyezni egy nyersanyagot

Tesztelő neve	Tóth Ádám
Teszt időpontja	2021.04.18. 20:00
Teszt szintaktikája	init game manually create sun sun1 create asteroid ast1 sun sun1 create settler set1 asteroid ast1 create inventory inv1 settler set1 create coal coa1 settler set1 set asteroid capacity ast1 10 set asteroid rockThickness ast1 1 start game drop settler set1 material coa1 list turn events list all

Teszt kimenete	```
	# turn events:
	-
	
	# list all:
	SunId: sun1
	isRandom: f
	asteroids:
	    asteroid: ast
	-------------------- 	
	Asteroid id: ast1
	rockThickness: 1
	closeToSun: f
	isRandom: f
	materials:
	    materials: -
	neighbours:
	    neighbour: -
	buildings:
	    building: -
	settlers:
	    settler: set1
	nonPlayers:
	    nonPlayer: -
	-------------------- 	
	Settler id: set1
	 hadAcrtionThisTurn: true
	 asteroid: ast1
	 inventory: Inventory id: inv1
	materials:
	 material: coa1
	starGates:
	 starGate: -
	-------------------- 	
	``

10.2.5   Telepes visszahelyez egy uránt napközelben

Tesztelő neve	Tóth Ádám
Teszt időpontja	2021.04.18. 20:00
Teszt szintaktikája	init game manually create sun sun1 create asteroid ast1 sun sun1 create settler set1 asteroid ast1 create inventory inv1 settler set1 create uran ura1 settler set1 set asteroid capacity ast1 10 set asteroid rockThickness ast1 0 set asteroid closeToSun ast1 t start game drop settler set1 material ura1 start next turn mine settler set1 start next turn drop settler set1 material ura1 start next turn list turn events list all

Teszt kimenete	`The game is lost!`
	`# turn events:`
	`-`
	
	`# list all:`
	`SunId: sun1`
	`isRandom: f`
	`asteroids:`
	`    asteroid:`
	`--------------------`

10.2.6   Telepes visszahelyez egy vízjeget napközelben

Tesztelő neve	Tóth Ádám
Teszt időpontja	2021.04.18. 20:00
Teszt szintaktikája	init game manually create sun sun1 create asteroid ast1 sun sun1 create settler set1 asteroid ast1 create inventory inv1 settler set1 create ice ice1 settler set1 set asteroid capacity ast1 10 set asteroid rockThickness ast1 0 set asteroid closeToSun ast1 t

	start game drop settler set1 material ice1 list turn events list all

Teszt kimenete	```
	# turn events:
	material droppedice1
	material evaporated ice1
	
	# list all:
	SunId: sun1
	isRandom: f
	asteroids:
	    asteroid: ast
	-------------------- 	
	Asteroid id: ast1
	rockThickness: 0
	closeToSun: t
	isRandom: f
	materials:
	    materials: -
	neighbours:
	    neighbour: -
	buildings:
	    building: -
	settlers:
	    settler: set1
	nonPlayers:
	    nonPlayer: -
	-------------------- 	
	Settler id: set1
	 hadAcrtionThisTurn: true
	 asteroid: ast1
	 inventory: Inventory id: inv1
	materials:
	 material: -
	starGates:
	 starGate: -
	-------------------- 	
	``

10.2.7   Alien bányászik

Tesztelő neve	Tóth Ádám
Teszt időpontja	2021.04.18. 20:00
Teszt szintaktikája	init game manually create sun sun1 create asteroid ast1 sun sun1 create alien ali1 asteroid ast1

	create inventory inv1 alien ali1 create coal coa1 asteroid ast1 set asteroid capacity ast1 10 set asteroid rockThickness ast1 0 start game mine alien ali1 list turn events list all

Teszt kimenete	```
	The game is lost!
	# turn events:
	asteroid mined ast1
	
	# list all:
	SunId: sun1
	isRandom: f
	asteroids:
	     asteroid: ast
	-------------------- 	
	Asteroid id: ast1
	rockThickness: 0
	closeToSun: f
	isRandom: f
	materials:
	     materials: -
	neighbours:
	     neighbour: -
	buildings:
	     building: -
	settlers:
	     settler: -
	nonPlayers:
	     nonPlayer: ali1
	-------------------- 	
	Alien id: ali1
	isRandom: f
	asteroid: ast1
	-------------------- 	
	``

10.2.8   Alien bányászna

Tesztelő neve	Tóth Ádám
Teszt időpontja	2021.04.18. 20:00
Teszt szintaktikája	init game manually create sun sun1 create asteroid ast1 sun sun1 create alien ali1 asteroid ast1 create inventory inv1 alien ali1 set asteroid capacity ast1 10

	create coal coa1 asteroid ast1 set asteroid rockThickness ast1 1 start game mine alien ali1 list turn events list all

Teszt kimenete	```
	The game is lost!
	# turn events:
	-
	
	# list all:
	SunId: sun1
	isRandom: f
	asteroids:
	    asteroid: ast
	-------------------- 	
	Asteroid id: ast1
	rockThickness: 1
	closeToSun: f
	isRandom: f
	materials:
	    material: coa1
	neighbours:
	    neighbour: -
	buildings:
	    building: -
	settlers:
	    settler: -
	nonPlayers:
	    nonPlayer: ali1
	-------------------- 	
	Alien id: ali1
	isRandom: f
	asteroid: ast1
	-------------------- 	
	``

10.2.9   Nem elvégezhető a robot crafting

Tesztelő neve	Tóth Ádám
Teszt időpontja	2021.04.18. 20:00
Teszt szintaktikája	init game manually create sun sun1 create asteroid ast1 sun sun1 create settler set1 asteroid ast1 create inventory inv1 settler set1 create iron iro1 settler set1 create coal coa1 settler set1

	start game
	build settler set1 robot
	list turn events
	list all

| **Teszt kimenete** | ```
# turn events:
-


# list all:
SunId: sun1
isRandom: f
asteroids:
    asteroid: ast
--------------------
Asteroid id: ast1
rockThickness: 0
closeToSun: f
isRandom: f
materials:
    materials: -
neighbours:
    neighbour: -
buildings:
    building: -
settlers:
    settler: set1
nonPlayers:
    nonPlayer: -
--------------------
Settler id: set1
 hadAcrtionThisTurn: true
 asteroid: ast1
 inventory: Inventory id: inv1
materials:
 material: iro1
 material: coa1
starGates:
 starGate: -
--------------------
``` |
|---|---|

10.2.10   Elvégezhető a robot crafting

Tesztelő neve	Tóth Ádám
Teszt időpontja	2021.04.18. 20:00
Teszt szintaktikája	init game manually
	create sun sun1
	create asteroid ast1 sun sun1
	create settler set1 asteroid ast1

	create inventory inv1 settler set1 create iron iro1 settler set1 create uran ura1 settler set1 create coal coa1 settler set1 start game build settler set1 robot start next turn list turn events list all

Teszt kimenete	```
	# turn events:
	-
	
	# list all:
	SunId: sun1
	isRandom: f
	asteroids:
	     asteroid: ast
	-------------------- 	
	Asteroid id: ast1
	rockThickness: 0
	closeToSun: f
	isRandom: f
	materials:
	     materials: -
	neighbours:
	     neighbour: -
	buildings:
	     building: -
	settlers:
	     settler: set1
	nonPlayers:
	     nonPlayer: rob11
	-------------------- 	
	Settler id: set1
	 hadAcrtionThisTurn: false
	 asteroid: ast1
	 inventory: Inventory id: inv1
	materials:
	 material: -
	starGates:
	 starGate: -
	-------------------- 	
	Robot id: rob11
	 isRandom: false
	 asteroid: ast1
	-------------------- 	
	``

10.2.11   Nem elvégezhető a StarGate crafting

Tesztelő neve	Tóth Ádám
Teszt időpontja	2021.04.18. 20:00
Teszt szintaktikája	init game manually create sun sun1 create asteroid ast1 sun sun1 create settler set1 asteroid ast1 create inventory inv1 settler set1 create iron iro1 settler set1 create uran ura1 settler set1 create ice ice1 settler set1 start game build settler set1 stargate list turn events list all

Teszt kimenete	``` # turn events:
	-
	
	# list all:
	SunId: sun1
	isRandom: f
	asteroids:
	     asteroid: ast
	-------------------- 	
	Asteroid id: ast1
	rockThickness: 0
	closeToSun: f
	isRandom: f
	materials:
	     materials: -
	neighbours:
	     neighbour: -
	buildings:
	     building: -
	settlers:
	     settler: set1
	nonPlayers:
	     nonPlayer: -
	-------------------- 	
	Settler id: set1
	 hadAcrtionThisTurn: true
	 asteroid: ast1
	 inventory: Inventory id: inv1
	materials:
	 material: iro1
	 material: ura1
	  material: ice1```

```
                    │ starGates:
                    │  starGate: -
                    │ --------------------
```

10.2.12   Elvégezhető a StarGate Crafting

Tesztelő neve	Tóth Ádám
Teszt időpontja	2021.04.18. 20:00
Teszt szintaktikája	init game manually create sun sun1 create asteroid ast1 sun sun1 create settler set1 asteroid ast1 create inventory inv1 settler set1 create iron iro1 settler set1 create iron iro1 settler set1 create uran ura1 settler set1 create ice ice1 settler set1 start game build settler set1 stargate list turn events list all

Teszt kimenete	``````# turn events:
	stargate crafted sta12
	stargate crafted sta13
	
	# list all:
	SunId: sun1
	isRandom: f
	asteroids:
	    asteroid: ast
	-------------------- 	
	Asteroid id: ast1
	rockThickness: 0
	closeToSun: f
	isRandom: f
	materials:
	    materials: -
	neighbours:
	    neighbour: -
	buildings:
	    building: -
	settlers:
	    settler: set1
	nonPlayers:
	    nonPlayer: -
	-------------------- 	
	Settler id: set1

```
 hadAcrtionThisTurn: true
 asteroid: ast1
 inventory: Inventory id: inv1
materials:
 material: -
starGates:
 starGate: sta12
     starGate: sta13
--------------------
StarGate id: sta12
isRandom: f
works: f
wasInSunFlare: f
neighbour: sta13
asteroid: -
--------------------
StarGate id: sta13
isRandom: f
works: f
wasInSunFlare: f
neighbour: sta12
asteroid: -
--------------------
```

10.2.13   Nem elvégezhető a Base Crafting egy telepessel

Teszelő neve	Tóth Ádám
Teszt időpontja	2021.04.18. 20:00
Teszt szintaktikája	init game manually create sun sun1 create asteroid ast1 sun sun1 create settler set1 asteroid ast1 create inventory inv1 settler set1 create iron iro1 settler set1 create coal coa1 settler set1 create uran ura1 settler set1 create ice ice1 settler set1 start game build settler set1 base list turn events list all

Teszt kimenete	`# turn events:`
	`-`
	
	`# list all:`
	`SunId: sun1`
	`isRandom: f`

```
                        asteroids:
                            asteroid: ast
                        --------------------
                        Asteroid id: ast1
                        rockThickness: 0
                        closeToSun: f
                        isRandom: f
                        materials:
                            materials: -
                        neighbours:
                            neighbour: -
                        buildings:
                            building: -
                        settlers:
                            settler: set1
                        nonPlayers:
                            nonPlayer: -
                        --------------------
                        Settler id: set1
                         hadAcrtionThisTurn: true
                         asteroid: ast1
                         inventory: Inventory id: inv1
                        materials:
                         material: iro1
                         material: coa1
                         material: ura1
                         material: ice1
                        starGates:
                         starGate: -
                        --------------------
```

10.2.14   Nem elvégezhető a Base Crafting, telepesek külön aszteroidán.

Tesztelő neve	Tóth Ádám
Teszt időpontja	2021.04.18. 20:00
Teszt szintaktikája	init game manually create sun sun1 create asteroid ast1 sun sun1 create asteroid ast2 sun sun1 create settler set1 asteroid ast1 create inventory inv1 settler set1 create iron iro1 settler set1 create iron iro2 settler set1 create iron iro3 settler set1 create coal coa1 settler set1 create coal coa2 settler set1 create coal coa3 settler set1 create settler set2 asteroid ast2

	create inventory inv2 settler set2
	create uran ura1 settler set2
	create uran ura2 settler set2
	create uran ura3 settler set2
	create ice ice1 settler set2
	create ice ice2 settler set2
	create ice ice3 settler set2
	start game
	build settler set1 base
	list turn events
	list all
| **Teszt kimenete** | ```
# turn events:
-


# list all:
SunId: sun1
isRandom: f
asteroids:
    asteroid: ast1   asteroid: ast
--------------------
Asteroid id: ast1
rockThickness: 0
closeToSun: f
isRandom: f
materials:
    materials: -
neighbours:
    neighbour: -
buildings:
    building: -
settlers:
    settler: set1
nonPlayers:
    nonPlayer: -
--------------------
Asteroid id: ast2
rockThickness: 0
closeToSun: f
isRandom: f
materials:
    materials: -
neighbours:
    neighbour: -
buildings:
    building: -
settlers:
    settler: set2
``` |

```
                     nonPlayers:
                         nonPlayer: -
                     --------------------
                     Settler id: set1
                      hadAcrtionThisTurn: true
                      asteroid: ast1
                      inventory: Inventory id: inv1
                     materials:
                      material: iro1
                      material: iro2
                      material: iro3
                      material: coa1
                      material: coa2
                      material: coa3
                     starGates:
                      starGate: -
                     --------------------
                     Settler id: set2
                      hadAcrtionThisTurn: false
                      asteroid: ast2
                      inventory: Inventory id: inv2
                     materials:
                      material: ura1
                      material: ura2
                      material: ura3
                      material: ice1
                      material: ice2
                      material: ice3
                     starGates:
                      starGate: -
                     --------------------
```

10.2.15   Elvégezhető a Base Crafting

Tesztelő neve	Tóth Ádám
Teszt időpontja	2021.04.18. 20:00
Teszt szintaktikája	init game manually
	create sun sun1
	create asteroid ast1 sun sun1
	create asteroid ast2 sun sun1
	create settler set1 asteroid ast1
	create inventory i1 settler set1
	create iron iro1 settler set1
	create iron iro2 settler set1
	create iron iro3 settler set1
	create coal coa1 settler set1
	create coal coa2 settler set1
	create coal coa3 settler set1
	create settler set2 asteroid ast1

	create inventory inv2 settler set2 create uran ura1 settler set2 create uran ura2 settler set2 create uran ura3 settler set2 create ice ice1 settler set2 create ice ice2 settler set2 create ice ice3 settler set2 start game build settler set1 base list turn events list all

Teszt kimenete	```
	The game is won!
	# turn events:
	base crafted bas27
	
	# list all:
	SunId: sun1
	isRandom: f
	asteroids:
	    asteroid: ast1 asteroid: ast
	--------------------- 	
	Asteroid id: ast1
	rockThickness: 0
	closeToSun: f
	isRandom: f
	materials:
	    materials: -
	neighbours:
	    neighbour: -
	buildings:
	    building: bas27
	settlers:
	    settler: set1
	    settler: set2
	nonPlayers:
	    nonPlayer: -
	--------------------- 	
	Asteroid id: ast2
	rockThickness: 0
	closeToSun: f
	isRandom: f
	materials:
	    materials: -
	neighbours:
	    neighbour: -
	buildings:
	    building: -
	``

```
settlers:
    settler: -
nonPlayers:
    nonPlayer: -
--------------------
Settler id: set1
 hadAcrtionThisTurn: true
 asteroid: ast1
 inventory: Inventory id: i1
materials:
 material: -
starGates:
 starGate: -
--------------------
Settler id: set2
 hadAcrtionThisTurn: false
 asteroid: ast1
 inventory: Inventory id: inv2
materials:
 material: -
starGates:
 starGate: -
--------------------
Base id: bas27
asteroid: ast1
--------------------
```

10.2.16   Első StarGate lehelyezése a párból

Tesztelő neve	Tóth Ádám
Teszt időpontja	2021.04.18. 20:00
Teszt szintaktikája	init game manually create sun sun1 create asteroid ast1 sun sun1 create settler set1 asteroid ast1 create inventory inv1 settler set1 create stargate sta1 inventory set1 create stargate sta2 inventory set1 set stargate neighbour sta1 sta2 set stargate neighbour sta2 sta1 start game place settler set1 sta1 list turn events list all

Teszt kimenete	```# turn events:```
	```stargate placed sta1 ast1```
	
	```# list all:```

```
                         SunId: sun1
                         isRandom: f
                         asteroids:
                              asteroid: ast
                         --------------------
                         Asteroid id: ast1
                         rockThickness: 0
                         closeToSun: f
                         isRandom: f
                         materials:
                              materials: -
                         neighbours:
                              neighbour: -
                         buildings:
                              building: sta1
                         settlers:
                              settler: set1
                         nonPlayers:
                              nonPlayer: -
                         --------------------
                         Settler id: set1
                          hadAcrtionThisTurn: true
                          asteroid: ast1
                          inventory: Inventory id: inv1
                         materials:
                          material: -
                         starGates:
                              starGate: sta2
                         --------------------
                         StarGate id: sta1
                         isRandom: f
                         works: f
                         wasInSunFlare: f
                         neighbour: sta2
                         asteroid: ast1
                         --------------------
                         StarGate id: sta2
                         isRandom: f
                         works: f
                         wasInSunFlare: f
                         neighbour: sta1
                         asteroid: -
                         --------------------
```

10.2.17 Második StarGate lehelyezése a párból

Teszttelő neve	Tóth Ádám
Teszt időpontja	2021.04.18. 20:00
Teszt szintaktikája	init game manually

	create sun sun1
	create asteroid ast1 sun sun1
	create asteroid ast2 sun sun1
	create settler set1 asteroid ast2
	create inventory inv1 settler set1
	create stargate sta1 asteroid ast1
	create stargate sta2 inventory set1
	set stargate neighbour sta1 sta2
	set stargate neighbour sta2 sta1
	start game
	place settler set1 sta2
	list turn events
	list all
Teszt kimenete	```# turn events:
stargate placed sta2 ast2

list all:
SunId: sun1
isRandom: f
asteroids:
    asteroid: ast1   asteroid: ast

Asteroid id: ast1
rockThickness: 0
closeToSun: f
isRandom: f
materials:
    materials: -
neighbours:
    neighbour: -
buildings:
    building: sta1
settlers:
    settler: -
nonPlayers:
    nonPlayer: -

Asteroid id: ast2
rockThickness: 0
closeToSun: f
isRandom: f
materials:
    materials: -
neighbours:
    neighbour: -
buildings:
    building: sta2``` |

```
settlers:
     settler: set1
nonPlayers:
     nonPlayer: -
--------------------
Settler id: set1
 hadAcrtionThisTurn: true
 asteroid: ast2
 inventory: Inventory id: inv1
materials:
 material: -
starGates:
 starGate: -
--------------------
StarGate id: sta1
isRandom: f
works: t
wasInSunFlare: f
neighbour: sta2
asteroid: ast1
--------------------
StarGate id: sta2
isRandom: f
works: t
wasInSunFlare: f
neighbour: sta1
asteroid: ast2
--------------------
```

10.2.18   Napvihar kitörés nem átfúrt aszteroidán

Tesztelő neve	Tóth Ádám
Teszt időpontja	2021.04.18. 20:00
Teszt szintaktikája	init game manually create sun sun1 create sun sun2 create asteroid ast1 sun sun1 set asteroid rockThickness ast1 1 create asteroid ast2 sun sun2 add asteroid neighbour ast1 ast2 add asteroid neighbour ast2 ast1 create settler set1 asteroid ast1 create robot rob1 asteroid ast1 create alien ali1 asteroid ast1 create stargate sta1 asteroid ast1 set stargate isRandom sta1 t create inventory inv1 settler set1 create stargate sta2 settler set1 set stargate neighbour sta1 sta2

	set stargate neighbour sta2 sta1 start game sunflare sun1 list turn events list all
| **Teszt kimenete** | ```
# turn events:
sunflare on sun sun1
stargate broke sta1
settler died set1
robot died rob1
alien died ali1


# list all:
SunId: sun1
isRandom: f
asteroids:
    asteroid: ast
--------------------
SunId: sun2
isRandom: f
asteroids:
    asteroid: ast
--------------------
Asteroid id: ast1
rockThickness: 1
closeToSun: f
isRandom: f
materials:
    materials: -
neighbours:
    neighbour: ast2
buildings:
    building: sta1
settlers:
    settler: -
nonPlayers:
    nonPlayer: -
--------------------
Asteroid id: ast2
rockThickness: 0
closeToSun: f
isRandom: f
materials:
    materials: -
neighbours:
    neighbour: ast1
buildings:
``` |

```
            building: -
settlers:
    settler: -
nonPlayers:
    nonPlayer: -
--------------------
Settler id: set1
 hadAcrtionThisTurn: false
 asteroid: ast1
 inventory: Inventory id: inv1
materials:
 material: -
starGates:
    starGate: sta2
--------------------
Robot id: rob1
 isRandom: false
 asteroid: ast1
--------------------
Alien id: ali1
isRandom: f
asteroid: ast1
--------------------
StarGate id: sta1
isRandom: t
works: f
wasInSunFlare: t
neighbour: sta2
asteroid: ast1
--------------------
StarGate id: sta2
isRandom: f
works: f
wasInSunFlare: f
neighbour: sta1
asteroid: -
--------------------
```

10.2.19   Napvihar kitörés átfúrt aszteroidán

Tesztelő neve	Tóth Ádám
Teszt időpontja	2021.04.18. 20:00
Teszt szintaktikája	init game manually create sun sun1 create sun sun2 create asteroid ast1 sun sun1 set asteroid rockThickness ast1 0 create asteroid ast2 sun sun2 add asteroid neighbour ast1 ast2

	add asteroid neighbour ast2 ast1 create settler set1 asteroid ast1 create robot rob1 asteroid ast1 create alien ali1 asteroid ast1 create stargate sta1 asteroid ast1 set stargate isRandom sta1 t create inventory inv1 settler set1 create stargate sta2 settler set1 set stargate neighbour sta1 sta2 set stargate neighbour sta2 sta1 start game sunflare sun1 list turn events list all

Teszt kimenete	```
	# turn events:
	sunflare on sun sun1
	stargate broke sta1
	
	# list all:
	SunId: sun1
	isRandom: f
	asteroids:
	    asteroid: ast
	-------------------- 	
	SunId: sun2
	isRandom: f
	asteroids:
	    asteroid: ast
	-------------------- 	
	Asteroid id: ast1
	rockThickness: 0
	closeToSun: f
	isRandom: f
	materials:
	    materials: -
	neighbours:
	    neighbour: ast2
	buildings:
	    building: sta1
	settlers:
	    settler: set1
	nonPlayers:
	    nonPlayer: rob1
	    nonPlayer: ali1
	-------------------- 	
	Asteroid id: ast2
	rockThickness: 0
	``

```
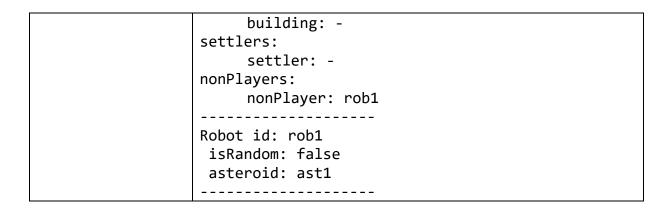closeToSun: f
isRandom: f
materials:
     materials: -
neighbours:
     neighbour: ast1
buildings:
     building: -
settlers:
     settler: -
nonPlayers:
     nonPlayer: -
--------------------
Settler id: set1
 hadAcrtionThisTurn: false
 asteroid: ast1
 inventory: Inventory id: inv1
materials:
 material: -
starGates:
     starGate: sta2
--------------------
Robot id: rob1
 isRandom: false
 asteroid: ast1
--------------------
Alien id: ali1
isRandom: f
asteroid: ast1
--------------------
StarGate id: sta1
isRandom: t
works: f
wasInSunFlare: t
neighbour: sta2
asteroid: ast1
--------------------
StarGate id: sta2
isRandom: f
works: f
wasInSunFlare: f
neighbour: sta1
asteroid: -
--------------------
```

10.2.20   Fúrás robottal

Tesztelő neve	Tóth Ádám

Teszt időpontja	2021.04.18. 20:00
Teszt szintaktikája	init game manually create sun sun1 create asteroid ast1 sun sun1 set asteroid rockThickness ast1 2 create robot rob1 asteroid ast1 start game drill robot rob1 list turn events start next turn drill robot rob1 list turn events start next turn drill robot rob1 list turn events start next turn list all

Teszt kimenete	```
	The game is lost!
	# turn events:
	asteroid drilled ast1
	asteroid drilled ast1
	
	The game is lost!
	# turn events:
	asteroid drilled ast1
	asteroid drilled ast1
	
	The game is lost!
	# turn events:
	asteroid drilled ast1
	asteroid drilled ast1
	
	The game is lost!
	
	# list all:
	SunId: sun1
	isRandom: f
	asteroids:
	    asteroid: ast
	-------------------- 	
	Asteroid id: ast1
	rockThickness: 0
	closeToSun: f
	isRandom: f
	materials:
	    materials: -
	neighbours:
	    neighbour: -
	buildings:
	``

```
        building: -
settlers:
    settler: -
nonPlayers:
    nonPlayer: rob1
--------------------
Robot id: rob1
 isRandom: false
 asteroid: ast1
--------------------
```

10.2.21   Fúrás robottal elpárolog

Tesztelő neve	Tóth Ádám
Teszt időpontja	2021.04.18. 20:00
Teszt szintaktikája	init game manually create sun sun1 create asteroid ast1 sun sun1 create robot rob1 asteroid ast1 set asteroid capacity ast1 10 create ice ice1 asteroid ast1 set material exposedCounter ice1 0 set asteroid rockThickness ast1 1 set asteroid closeToSun ast1 t start game drill robot rob1 list turn events list all

Teszt kimenete	```The game is lost!
	# turn events:
	asteroid drilled ast1
	material evaporated ice1
	asteroid drilled ast1
	
	# list all:
	SunId: sun1
	isRandom: f
	asteroids:
	    asteroid: ast
	-------------------- 	
	Asteroid id: ast1
	rockThickness: 0
	closeToSun: t
	isRandom: f
	materials:
	    materials: -
	neighbours:```

```
          neighbour: -
buildings:
     building: -
settlers:
     settler: -
nonPlayers:
     nonPlayer: rob1
--------------------
Robot id: rob1
 isRandom: false
 asteroid: ast1
--------------------
```

10.2.22   Fúrás robottal, felrobban

Tesztelő neve	Tóth Ádám
Teszt időpontja	2021.04.18. 20:00
Teszt szintaktikája	init game manually create sun sun1 create asteroid ast1 sun sun1 create robot rob1 asteroid ast1 set asteroid capacity ast1 10 create uran ura1 asteroid ast1 set material exposedCounter ura1 0 set asteroid rockThickness ast1 1 set asteroid closeToSun ast1 t create asteroid ast2 sun sun1 add asteroid neighbour ast1 ast2 add asteroid neighbour ast2 ast1 start game drill robot rob1 list turn events list all
Teszt kimenete	``` The game is lost! # turn events: asteroid drilled ast1 asteroid drilled ast1 # list all: SunId: sun1 isRandom: f asteroids: asteroid: ast1 asteroid: ast -------------------- Asteroid id: ast1 rockThickness: 0 closeToSun: t ```

```
isRandom: f
materials:
    material: ura1
neighbours:
    neighbour: ast2
buildings:
    building: -
settlers:
    settler: -
nonPlayers:
    nonPlayer: rob1
--------------------
Asteroid id: ast2
rockThickness: 0
closeToSun: f
isRandom: f
materials:
    materials: -
neighbours:
    neighbour: ast1
buildings:
    building: -
settlers:
    settler: -
nonPlayers:
    nonPlayer: -
--------------------
Robot id: rob1
 isRandom: false
 asteroid: ast1
--------------------
```

10.2.23   Fúrás robottal, felrobban, nincs szomszéd

Tesztelő neve	Bárkányi Csaba
Teszt időpontja	2021.04.19. 01:00
Teszt szintaktikája	init game manually create sun sun1 create asteroid ast1 sun sun1 create robot rob1 asteroid ast1 set asteroid capacity ast1 10 create uran ura1 asteroid ast1 set material exposedCounter ura1 0 set asteroid rockThickness ast1 1 set asteroid closeToSun ast1 t create asteroid ast2 sun sun1 start game drill robot rob1 list turn events

	start next turn start next turn list turn evnets start next turn list all

Teszt kimenete	```
	The game is lost!
	# turn events:
	asteroid drilled ast1
	asteroid drilled ast1
	
	The game is lost!
	The game is lost!
	# turn events:
	asteroid exploded ast1
	robot died rob1
	material exploded ura1
	
	The game is lost!
	# list all:
	SunId: sun1
	isRandom: f
	asteroids:
	    asteroid: ast
	-------------------- 	
	Asteroid id: ast2
	rockThickness: 0
	closeToSun: f
	isRandom: f
	materials:
	    materials: -
	neighbours:
	    neighbour: -
	buildings:
	    building: -
	settlers:
	    settler: -
	nonPlayers:
	    nonPlayer: -
	-------------------- 	
	``

10.2.24   Fúrás telepessel

Tesztelő neve	Bárkányi Csaba
Teszt időpontja	2021.04.19. 01:00
Teszt szintaktikája	init game manually create sun sun1 create asteroid ast1 sun sun1 create settler set1 asteroid ast1

	set asteroid rockThickness ast1 2
	set settler hadActionThisTurn set1 f
	start game
	drill settler set1
	list turn events
	start next turn
	drill settler set1
	list turn events
	start next turn
	drill settler set1
	list turn events
	start next turn
	list all

Teszt kimenete	<pre># turn events:
	asteroid drilled ast1
	
	# turn events:
	asteroid drilled ast1
	
	# turn events:
	asteroid drilled ast1
	
	# list all:
	SunId: sun1
	isRandom: f
	asteroids:
	    asteroid: ast
	-------------------- 	
	Asteroid id: ast1
	rockThickness: 0
	closeToSun: f
	isRandom: f
	materials:
	    materials: -
	neighbours:
	    neighbour: -
	buildings:
	    building: -
	settlers:
	    settler: set1
	nonPlayers:
	    nonPlayer: -
	-------------------- 	
	Settler id: set1
	 hadAcrtionThisTurn: false
	 asteroid: ast1
	 inventory: Inventory id: inv2
	materials:</pre>

```
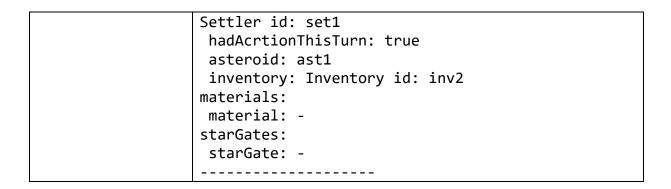     material: -
starGates:
 starGate: -
--------------------
```

10.2.25   Fúrás telepessel, elpárolog

Tesztelő neve	Bárkányi Csaba
Teszt időpontja	2021.04.19. 01:00
Teszt szintaktikája	init game manually create sun sun1 create asteroid ast1 sun sun1 create settler set1 asteroid ast1 set settler hadActionThisTurn set1 f set asteroid capacity ast1 10 create ice ice1 asteroid ast1 set material exposedCounter ice1 0 set asteroid rockThickness ast1 1 set asteroid closeToSun ast1 t start game drill settler set1 list turn events list all

Teszt kimenete	<pre># turn events:
	asteroid drilled ast1
	material evaporated ice1
	
	# list all:
	SunId: sun1
	isRandom: f
	asteroids:
	    asteroid: ast
	-------------------- 	
	Asteroid id: ast1
	rockThickness: 0
	closeToSun: t
	isRandom: f
	materials:
	    materials: -
	neighbours:
	    neighbour: -
	buildings:
	    building: -
	settlers:
	    settler: set1
	nonPlayers:
	    nonPlayer: -
	--------------------</pre> 	

```
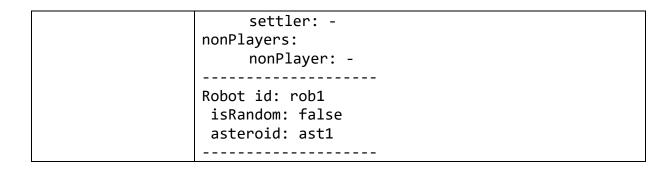Settler id: set1
 hadAcrtionThisTurn: true
 asteroid: ast1
 inventory: Inventory id: inv2
materials:
 material: -
starGates:
 starGate: -
--------------------
```

10.2.26   Fúrás telepessel, felrobban

Tesztelő neve	Bárkányi Csaba
Teszt időpontja	2021.04.19. 01:00
Teszt szintaktikája	init game manually create sun sun1 create asteroid ast1 sun sun1 create settler set1 asteroid ast1 set settler hadActionThisTurn set1 f set asteroid capacity ast1 10 create uran ura1 asteroid ast1 set material exposedCounter ura1 0 set asteroid rockThickness ast1 1 set asteroid closeToSun ast1 t start game drill settler set1 list turn events start next turn start next turn list turn events start next turn list all

Teszt kimenete	`# turn events:`
	`asteroid drilled ast1`
	
	`# turn events:`
	`asteroid exploded ast1`
	`settler died set1`
	`material exploded ura1`
	
	`The game is lost!`
	`# list all:`
	`SunId: sun1`
	`isRandom: f`
	`asteroids:`
	`     asteroid:`
	`--------------------`

10.2.27   Mozgás robottal, kudarc

Tesztelő neve	Bárkányi Csaba
Teszt időpontja	2021.04.19. 01:00
Teszt szintaktikája	init game manually create sun sun1 create asteroid ast1 sun sun1 create asteroid ast2 sun sun1 create robot rob1 asteroid ast1 start game move robot rob1 dest asteroid ast2 list turn events list all

Teszt kimenete	```
	The game is lost!
	# turn events:
	robot move rob1 ast2
	
	# list all:
	SunId: sun1
	isRandom: f
	asteroids:
	    asteroid: ast1 asteroid: ast
	-------------------- 	
	Asteroid id: ast1
	rockThickness: 0
	closeToSun: f
	isRandom: f
	materials:
	    materials: -
	neighbours:
	    neighbour: -
	buildings:
	    building: -
	settlers:
	    settler: -
	nonPlayers:
	    nonPlayer: rob1
	-------------------- 	
	Asteroid id: ast2
	rockThickness: 0
	closeToSun: f
	isRandom: f
	materials:
	    materials: -
	neighbours:
	    neighbour: -
	buildings:
	    building: -
	settlers:
	``

```
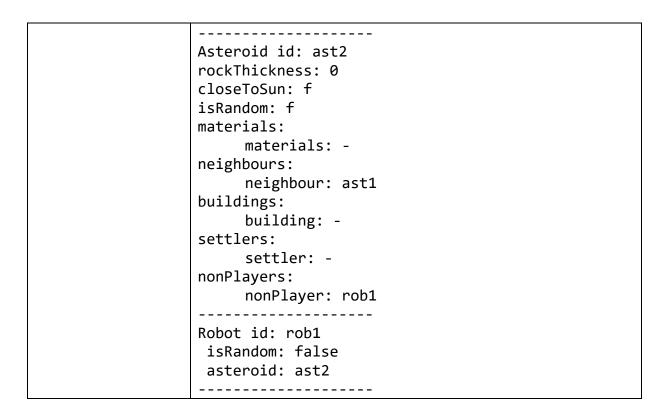        settler: -
nonPlayers:
    nonPlayer: -
--------------------
Robot id: rob1
 isRandom: false
 asteroid: ast1
--------------------
```

10.2.28   Mozgás robottal, siker

Tesztelő neve	Bárkányi Csaba
Teszt időpontja	2021.04.19. 01:00
Teszt szintaktikája	init game manually create sun sun1 create asteroid ast1 sun sun1 create asteroid ast2 sun sun1 create robot rob1 asteroid ast1 add asteroid neighbour ast1 ast2 add asteroid neighbour ast2 ast1 start game move robot rob1 dest asteroid ast2 list turn events list all

Teszt kimenete	<pre>The game is lost!
	# turn events:
	robot move rob1 ast2
	
	# list all:
	SunId: sun1
	isRandom: f
	asteroids:
	    asteroid: ast1 asteroid: ast
	-------------------- 	
	Asteroid id: ast1
	rockThickness: 0
	closeToSun: f
	isRandom: f
	materials:
	    materials: -
	neighbours:
	    neighbour: ast2
	buildings:
	    building: -
	settlers:
	    settler: -
	nonPlayers:
	    nonPlayer: -</pre>

```
--------------------
Asteroid id: ast2
rockThickness: 0
closeToSun: f
isRandom: f
materials:
     materials: -
neighbours:
     neighbour: ast1
buildings:
     building: -
settlers:
     settler: -
nonPlayers:
     nonPlayer: rob1
--------------------
Robot id: rob1
 isRandom: false
 asteroid: ast2
--------------------
```

10.2.29   Mozgás telepessel, kudarc

Tesztelő neve	Bárkányi Csaba
Teszt időpontja	2021.04.19. 01:00
Teszt szintaktikája	init game manually create sun sun1 create asteroid ast1 sun sun1 create asteroid ast2 sun sun1 create settler set1 asteroid ast1 set settler hadActionThisTurn set1 f start game move settler set1 dest asteroid ast2 list turn events list all
Teszt kimenete	``` # turn events: - # list all: SunId: sun1 isRandom: f asteroids: asteroid: ast1 asteroid: ast -------------------- Asteroid id: ast1 rockThickness: 0 closeToSun: f isRandom: f ```

```
materials:
     materials: -
neighbours:
     neighbour: -
buildings:
     building: -
settlers:
     settler: set1
nonPlayers:
     nonPlayer: -
--------------------
Asteroid id: ast2
rockThickness: 0
closeToSun: f
isRandom: f
materials:
     materials: -
neighbours:
     neighbour: -
buildings:
     building: -
settlers:
     settler: -
nonPlayers:
     nonPlayer: -
--------------------
Settler id: set1
 hadAcrtionThisTurn: true
 asteroid: ast1
 inventory: Inventory id: inv3
materials:
 material: -
starGates:
 starGate: -
--------------------
```

10.2.30   Mozgás telepessel, siker

Tesztelő neve	Bárkányi Csaba
Teszt időpontja	2021.04.19. 01:00
Teszt szintaktikája	init game manually create sun sun1 create asteroid ast1 sun sun1 create asteroid ast2 sun sun1 create settler set1 asteroid ast1 set settler hadActionThisTurn set1 f add asteroid neighbour ast1 ast2 add asteroid neighbour ast2 ast1 start game

	move settler set1 dest asteroid ast2 list turn events list all

Teszt kimenete	```
	# turn events:
	settler move set1 ast2
	
	# list all:
	SunId: sun1
	isRandom: f
	asteroids:
	    asteroid: ast1 asteroid: ast
	-------------------- 	
	Asteroid id: ast1
	rockThickness: 0
	closeToSun: f
	isRandom: f
	materials:
	    materials: -
	neighbours:
	    neighbour: ast2
	buildings:
	    building: -
	settlers:
	    settler: -
	nonPlayers:
	    nonPlayer: -
	-------------------- 	
	Asteroid id: ast2
	rockThickness: 0
	closeToSun: f
	isRandom: f
	materials:
	    materials: -
	neighbours:
	    neighbour: ast1
	buildings:
	    building: -
	settlers:
	    settler: set1
	nonPlayers:
	    nonPlayer: -
	-------------------- 	
	Settler id: set1
	 hadAcrtionThisTurn: true
	 asteroid: ast2
	 inventory: Inventory id: inv3
	materials:
	 material: -
	``

```
starGates:
 starGate: -
--------------------
```

10.2.31   Telepes átlép egy kapun

Tesztelő neve	Bárkányi Csaba
Teszt időpontja	2021.04.19. 01:00
Teszt szintaktikája	init game manually create sun sun1 create asteroid ast1 sun sun1 set asteroid rockThickness ast1 1 create asteroid ast2 sun sun1 set asteroid rockThickness ast2 1 create settler set1 asteroid ast1 create stargate sta1 asteroid ast1 set stargate works sta1 t create stargate sta2 asteroid ast2 set stargate works sta2 t set stargate neighbour sta1 sta2 set stargate neighbour sta2 sta1 start game move settler set1 dest stargate sta1 list turn events list all

Teszt kimenete	<pre># turn events:
	settler move set1 ast1
	
	# list all:
	SunId: sun1
	isRandom: f
	asteroids:
	    asteroid: ast1 asteroid: ast
	-------------------- 	
	Asteroid id: ast1
	rockThickness: 1
	closeToSun: f
	isRandom: f
	materials:
	    materials: -
	neighbours:
	    neighbour: -
	buildings:
	    building: sta1
	settlers:
	    settler: -
	nonPlayers:
	    nonPlayer: -</pre>

```
--------------------
Asteroid id: ast2
rockThickness: 1
closeToSun: f
isRandom: f
materials:
     materials: -
neighbours:
     neighbour: -
buildings:
     building: sta2
settlers:
     settler: set1
nonPlayers:
     nonPlayer: -
--------------------
Settler id: set1
 hadAcrtionThisTurn: true
 asteroid: ast2
 inventory: Inventory id: inv3
materials:
 material: -
starGates:
 starGate: -
--------------------
StarGate id: sta1
isRandom: f
works: t
wasInSunFlare: f
neighbour: sta2
asteroid: ast1
--------------------
StarGate id: sta2
isRandom: f
works: t
wasInSunFlare: f
neighbour: sta1
asteroid: ast2
--------------------
```

10.2.32   Teleportkapu elromlik

Tesztelő neve	Bárkányi Csaba
Teszt időpontja	2021.04.19. 01:00
Teszt szintaktikája	init game manually create sun sun1 create sun sun2 create asteroid ast1 sun sun1 set asteroid rockThickness ast1 1

	create asteroid ast2 sun sun2
	set asteroid rockThickness ast2 1
	create asteroid ast3 sun sun2
	set asteroid rockThickness ast3 1
	add asteroid neighbour ast1 ast3
	add asteroid neighbour ast3 ast1
	create stargate sta1 asteroid ast1
	set stargate isRandom sta1 t
	create stargate sta2 asteroid ast2
	set stargate isRandom sta2 t
	set stargate neighbour sta1 sta2
	set stargate neighbour sta2 sta1
	start game
	sunflare sun1
	list turn events
	start next turn
	list turn events
	list all
| **Teszt kimenete** | ```
The game is lost!
# turn events:
sunflare on sun sun1
stargate broke sta1

The game is lost!
# turn events:
stargate move sta1 ast3

# list all:
SunId: sun1
isRandom: f
asteroids:
    asteroid: ast
--------------------
SunId: sun2
isRandom: f
asteroids:
    asteroid: ast2  asteroid: ast
--------------------
Asteroid id: ast1
rockThickness: 1
closeToSun: f
isRandom: f
materials:
    materials: -
neighbours:
    neighbour: ast3
buildings:
    building: -
settlers:
``` |

```
        settler: -
nonPlayers:
     nonPlayer: -
--------------------
Asteroid id: ast2
rockThickness: 1
closeToSun: f
isRandom: f
materials:
     materials: -
neighbours:
     neighbour: -
buildings:
     building: sta2
settlers:
     settler: -
nonPlayers:
     nonPlayer: -
--------------------
Asteroid id: ast3
rockThickness: 1
closeToSun: f
isRandom: f
materials:
     materials: -
neighbours:
     neighbour: ast1
buildings:
     building: sta1
settlers:
     settler: -
nonPlayers:
     nonPlayer: -
--------------------
StarGate id: sta2
isRandom: t
works: f
wasInSunFlare: f
neighbour: sta1
asteroid: ast2
--------------------
StarGate id: sta1
isRandom: t
works: f
wasInSunFlare: t
neighbour: sta2
asteroid: ast3
--------------------
```

10.3 Értékelés

Tag neve	Tag neptun	Munka százalékban
Mohácsi Márton	T8ZT88	20%
Simon Zoltán	HRSNUG	20%
Kárpáti Márk András	O1BG0Z	20%
Bárkányi Csaba	BQI7QQ	20%
Tóth Ádám	QEYOW2	20%

10.3 Értékelés

10.4 Napló

Kezdet	Időtartam	Résztvevők	Leírás
2010.04.13. 16:00	2 óra	Mohácsi Simon Kárpáti Bárkányi Tóth	Értekezlet. Megbeszéltük a korábbi eredményeket. És szétosztottuk a feladatokat: Mohácsi: Game, UI, Controllable, Printable Simon: Building, StarGate, Base, Alien Kárpáti: Asteroid, Sun, Planet, ReactsToSunflare Bárkányi: Material (összes leszármazottjai is), Inventory Tóth: Entity, Mining, Driling, Moving, NonPlayer, Robot
2010.04.14. 11:00	1 óra	Mohácsi Simon Kárpáti Bárkányi Tóth	Apró pontosítások.
2010.04.16. 16:00	2 óra	Mohácsi Simon Kárpáti Bárkányi Tóth	Felvetések megvitatása. Programhibák kijavítása.
2010.04.17. 16:00	3 óra	Mohácsi Simon Kárpáti Bárkányi Tóth	Felvetések megvitatása. További hibák javítása.
2010.04.18. 20:00	4 óra	Mohácsi Simon Kárpáti Bárkányi Tóth	További hibák javítása és tesztelés.
2010.04.19. 10:00	4 óra	Mohácsi Simon	További hibák javítása és tesztelés.

		Kárpáti Bárkányi Tóth	Dokumentum szerkesztése. Utolsó simítások.