**Game Logic Task Breakdown**

**Work Breakdown:**  
Mobile Units: Callum  
Static Units: Kevin  
Server Side: Darry  
Client Side: Steve

**Task Breakdown:**  
  
Basic functionality for each unit, print messages to show working code  
  
- working pathing and enemy detection on creeps, functions from AI  
    - create a creep, give it a path and print xy coords as it moves  
    - create 1 creep per team, print message when they detect enemy creep  
- player movement, functions with control team  
    - player Run() function prints message to say received command/input  
- able to build creeps and towers, confirm via printing the unit containers client side  
    - buildX() functions, printing the container  
  
Integrate basic functionality, basic server that can connect multiple clients  
  
- client side functions related to game lobby and starting the game, as well as sending and receiving data with the server  
    - send and receive functions from network team  
    - run loop for whole game  
  
- server functions related to sending/receiving updates, processing data  
  
  
  
**Server Tasks: Darry**  
  
**1a)** Build Server skeleton..   - **Feb 25**  
**b.** Have all data structures worked out..(so that I know what everything is, then I can  
   know exactly what information the server has to update)  
**c.** Create basic loop (or alarm to run 1/30th of a second See: http://www.kernel.org/doc/man-pages/online/pages/man2/timer\_create.2.html)  
  
**2)** Create basic server function(s) to send updates  
**3)** Create server functions to process received data from client  
  
- basic server that can connect multiple clients  
  
  
**Client Tasks: Steve**  
**1)** Create a basic client skeleton + all the getter and setter functions - **Feb 25**  
    - getter and setter functions for all the attributes in the Client class  
        Example: getHP and setHp  
**2)** Create and ensure all the getter and setter function working properly - **March 1**  
**3)** Other helper functions for handling any status change of the client - **March 1**  
    i.e.  - taking damage from the creeps  
           - attack, dmgDealt()  
**4)** Helper functions, such as:    
    - how to interact when an object is clicked  
    - joining a game room  
    - selecting a valid position in the team  
    **March 8**, part of integration with network team using mutliple clients  
  
**5)** Create an infinite loop for sending and receive messages, and handle the messages  
  
**Mobile Units Tasks: Callum**  
**1)** Complete mobile unit related classes with prototypes for known functions - **Feb 25**  
    - basic version of run() function  
    - make all get and sets for private members  
**2)** Able to build creeps and players, confirm via printing the unit containers   
client side - **March 1**  
    - buildX() functions, printing the container  
**3)**  Player movement, using functions from control team - **March 1**  
    - player Run() function prints message to say received command/input  
    - get attack radius detection to work  
  
  
  
**Static Units Tasks: Kevin**  
1) Complete mobile unit related classes with *prototypes* for known functions - **Feb 25**  
    - print messages to show working code.  
  
2) Able to build castles and towers, confirm by printing the unit containers   
client side - **March 1**  
    - buildX() functions, printing the container  
  
3) Create system for keeping track of team resources, i.e. money for building   
units. - **March 1**  
    - create a Team class which keeps track of the team resources  
  
  
**Team Tasks:**  
**1)** Define all function prototypes for communication between ourselves and the other teams - **Feb 22**  
  
**2)** Integrate basic client and server code so that at least 1 client can connect to the server and use basic functions like building towers, etc. - **March 1**  
  
**3)** Increased integration of client and server to deal with multiple clients playing the game.  At this point we should have the most basic version of the game working.  Begin fixing any bugs and coding any additional features. - **March 8**