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CSCI 3010

Checkpoint 1

Previous Checkpoint:

I will plan on creating a low-fidelity prototype for this program, so I could ensure the UI will be easy to access and to learn. I will give my prototypes to one computer science major and one non-computer science major. I will observe how they use the fidelity and determine what changes I must make. Then, I will transfer the fidelity into QT Studio and make the UI look like the fidelity. I will plan on creating at least 3 Pokémon's with their health point and power point attributes.

Accomplished:

I finished creating the low-fidelity prototype and implemented the feedback from the two people I interviewed.

Created the UI in QT Studio. The UI contains a table where Player 1 and Player 2 are set in the bottom-left corner and the upper-right corner. For the other spaces, a function randomly assigns each cell with a different amount of money ($25, $50, $75, $100). I also added a turn count because it will help the user track how many turns passed.

Did Not Accomplish:

I did not create 3 different Pokémon because it would only change the start of the user's stats; therefore, I thought that implementing different kinds of Pokémon would affect the game in a very miniscule amount.

Future Plans:

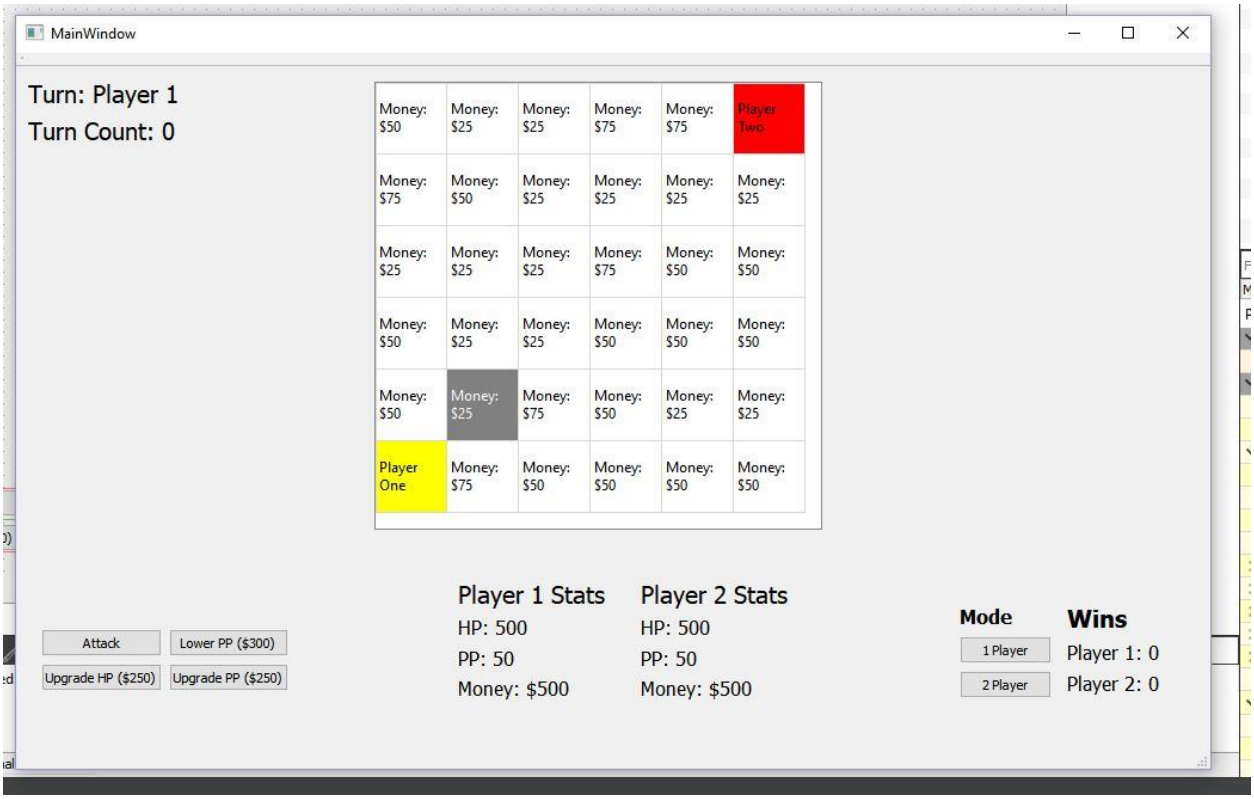
I need to create signals for each button and implement the correct function for each of the buttons.

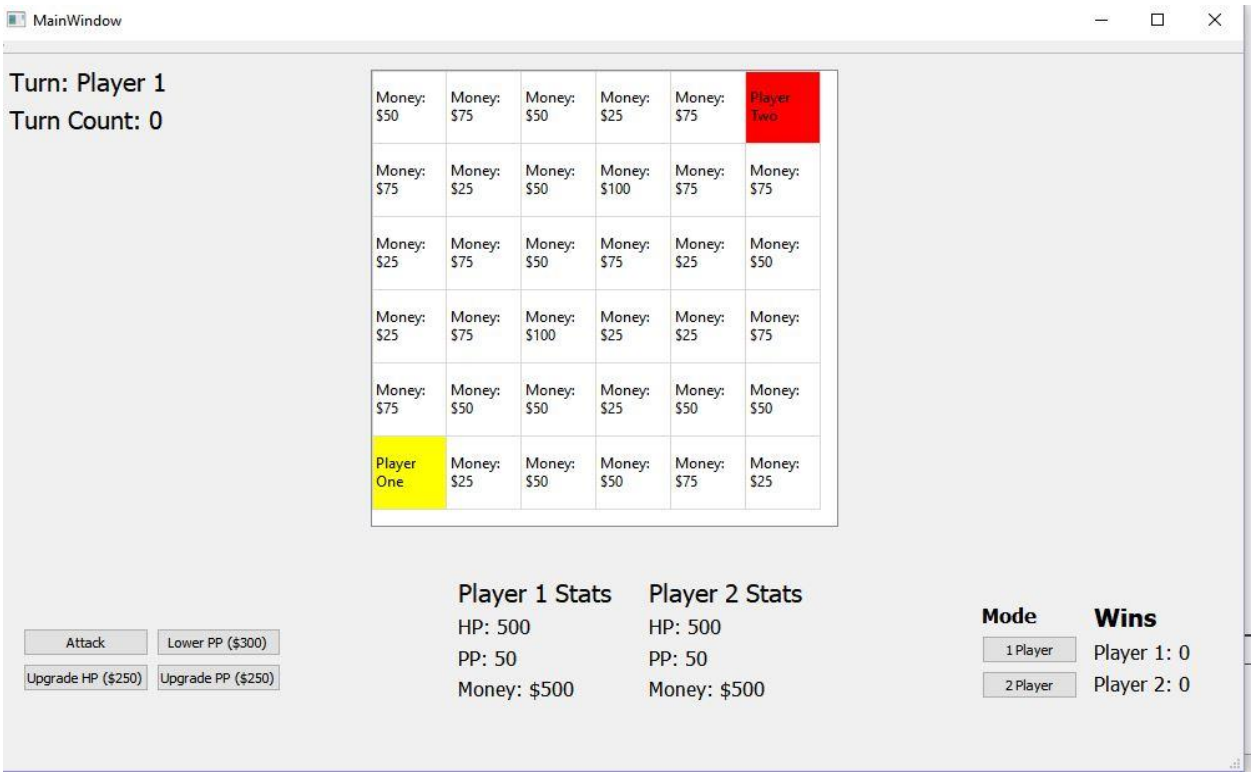
I need to create a function where the user can select a cell in the table to move. Also, I must create a function where it checks whether or not the player can move to the selected cell.

Implement the "1 Player" and "2 Player" mode. Configure how the CPU will play when the game is in 1 Player mode.

Update the stats when the player chooses a certain action. For example, if a player moves onto a new cell, I need to update the money stat for the specific player.

Screenshot:


MainWindow
Turn: Player 1
Turn Count: 0
Money: $50 Money: $25 Money: $25 Money: $75 Money: $75 Player Two
Money: $75 Money: $50 Money: $25 Money: $25 Money: $25 Money: $25
Money: $25 Money: $25 Money: $25 Money: $75 Money: $50 Money: $50
Money: $50 Money: $25 Money: $25 Money: $50 Money: $50 Money: $50
Money: $50 Money: $25 Money: $75 Money: $50 Money: $25 Money: $25
Player One Money: $75 Money: $50 Money: $50 Money: $50 Money: $50
Player 1 Stats
HP: 500
PP: 50
Money: $500
Player 2 Stats
HP: 500
PP: 50
Money: $500
Attack
Lower PP ($300)
Upgrade HP ($250)
Upgrade PP ($250)
Mode
1 Player
2 Player
Wins
Player 1: 0
Player 2: 0


MainWindow
Turn: Player 1
Turn Count: 0
Money: $50 Money: $75 Money: $50 Money: $25 Money: $75 Player Two
Money: $75 Money: $25 Money: $50 Money: $100 Money: $75 Money: $75
Money: $25 Money: $75 Money: $50 Money: $75 Money: $25 Money: $50
Money: $25 Money: $75 Money: $100 Money: $25 Money: $25 Money: $75
Money: $75 Money: $50 Money: $50 Money: $25 Money: $50 Money: $50
Player One Money: $25 Money: $50 Money: $50 Money: $75 Money: $25
Player 1 Stats
HP: 500
PP: 50
Money: $500
Player 2 Stats
HP: 500
PP: 50
Money: $500
Attack
Lower PP ($300)
Upgrade HP ($250)
Upgrade PP ($250)
Mode
1 Player
2 Player
Wins
Player 1: 0
Player 2: 0