Dambuster

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We started by discussing our ideas before moving onto test playing with a low fidelity prototype. We quickly settled on implementing a game inspired by the board game Warhammer Aeronautica. We then proceeded to make some class diagrams to aid us in implementing the game.

**Insert shit about developing the game here**

The constraints of having to develop the game with the Microsoft Forms Framework have made implementing the game relatively easy compared to having to learn an environment like Unity. However, using a game engine would have enabled many potential improvements such as 3d graphics.

The main menu and rules page were easy enough to make. We started out with some wire frames on paper before making them in Visual Studio 2019 with its WYSIWYG, (what you see is what you get), environment. The background was made using gimp. The only coded elements on these forms are the buts for navigating between forms.

The game over form is relatively simple too. There is a text box where the winning player can write their name then they click either the replay or menu button to submit their score.

The high scores form is more complex, but still not overly. We initially tried writing our own sorting algorithm for sorting the high scores read from a text file, but it was poorly implemented. Rather than fix it we used the predefined sort function that comes with the list class. This form is somewhat inefficient, as it reads all the lines in the highScores text file into a list class before adding them all to a new list class of string arrays where the player’s name has been separated from their high score. This new list is then sorted. It would be better the keep the scores in the highScores text file sorted so that only the best ten scores are saved.