Basic Goals:

Examine the new checkpoint requirements and come up with a plan of attack.

Assigning each team member a task.

Plan Breakdown:

Winning:

We need to implement a win condition, a way for the user to know they have won the game.

We discussed exactly what is considered a “won” game. Some thought that the game is won when all tiles are in the board in the correct positions and were rotated correctly, at 0 degrees. Others thought it was equally valid to have a flipped solution, the maze is solved when the maze is in the correct positions but rotated 90 degrees or any of the other rotations available as long as the entire maze was connected correctly.

We eventually decided it would be simpler to implement only a correct solution when the tiles were all in a 0 degree rotated position.

Timer:

We need to implement a timer to let the user know how long it took to arrive at a correct solution.

We decided a timer in the button area, the northern part of the screen, was the best implementation. We were also concerned with how the timer would interact with user input. Specifically when a game was saved or loaded, it needed to be paused or gathered a new time from the file used.

Also, in a new game, it needed to start only on the first move by the user.

Documentation:

We need to create one big essay / planning document to detail our design journey from start to finish.

Tasks breakdown:

Yun Chi working on the timer.

Ben working on the timer field in the load/save utilities.

Matt working on creating the large final document and creating the win condition state + popup.

Tristan working on bug fixing + helping everyone out when needed + creating UML document.

Bryce on research / testing for all parts.