# WBA Assignment 3

## New Map

Boundary/Teleportation between maps

New Map layout

Dinosaurs still acting/taking turns

Jason and Jacob will work on implementing the new map functionality due 18/10/19 11:55pm Jason implemented new map functionality due to Jacob being unavailable.

## Marine Ecology

Water Squares

Reeds

Fish

Jason and Jacob will work on implementing the new map functionality due 18/10/19 11:55pm Jason implemented marine ecology functionality due to Jacob being unavailable.

## New Dinosaurs

Plesiosaurs (Fishy Dinosaurs)

Pteranodons (Flyboys)

Tyrannosaurus Rex (Big boi)

Jason implemented functions relating to new dinosaurs. Ganesh created the classes

## Ending the Game

Quit Game option

Player Loses (Dino Attack)

Player Wins (T-Rex raised in captivity)

Whoever to implement this when working on the relevant code. Jason implemented game ending functionality due to everyone else being unavailable.

## Documentation

Design Rationale

WBA

UML

Proposed Changes to Engine

Javadoc

This work is to be split evenly based on specific preference to be discussed at a later date

Jason completed the WBA, UML and proposed changes to the engine.

Ganesh handled the Javadoc documenation

## Bonus Marks

Purchasable, Deployable Blocks that can act as walls or bridges  
Tentative: Day/Night cycle (Dinosaurs sleep) (Count player turns)  
The Collector: Merchant who is on an island that you must block a bridge to. If you sell him all the eggs he gives you armor that makes you invulnerable to dinosaur attacks.

Jason completed the bonus tasks available.

We agree to work and submit completed tasks as described in the above document:

Signed Jason Leung  
I accept this WBA  
  
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Signed Ganesh Ukwatta

I accept this WBA

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Signed Jacob Tutungi

I accept this WBA  
  
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