Recommendations for extensions to the game engine

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While we were working throughout the entire assignment, there were problems we encountered that we thought could be somewhat improved on.

**Problem 1**: the map is too large for starting implementation

Although the assignment is supposed to model an actual “rogue” game design process via object-oriented design, we can’t help but feel like the given game map might be too big for the coding and testing process.

The size of the given map is 25 x 80 characters - this alone is quite a huge map. And from the given requirements in the assignment, the way the dinosaurs move and how the fruits bear their fruits are totally random. Mixing both of these factors turns it into a game where testing certain functionalities may be quite difficult. On top of that, as the map is too big, there might be a lot of errors that are in the game, still undetected.

A recommendation to fix this is to introduce a smaller map at the start. Say, probably 12 x 20 characters. That way, it’s easier to test out certain functionalities – a quick example would be, as the Brachiosaurs and Stegosaurs can walk into each other more frequently or walk into a tree or bush to feed on the fruits. Or the Allosaurs are able to meet the Brachiosaurs more often and hence we can test out if the Allosaur is attacking correctly, whether said Brachiosaur turns into a dinosaur corpse correctly, and will the Allosaur feed on said corpse correctly. Then the game map can be resized to the intended figures.

Problem 2: we cant distinguish between maps, thus making switching maps harder

Problem 3: environment class to change climate, instead of implementing separately