Term Project - SUD

A space themed text crawler

Peter Senyk
A01376857

UNIT-TESTS

Unit-tests > pilot.py ✓
- select_ship ✓
- make_player ✓

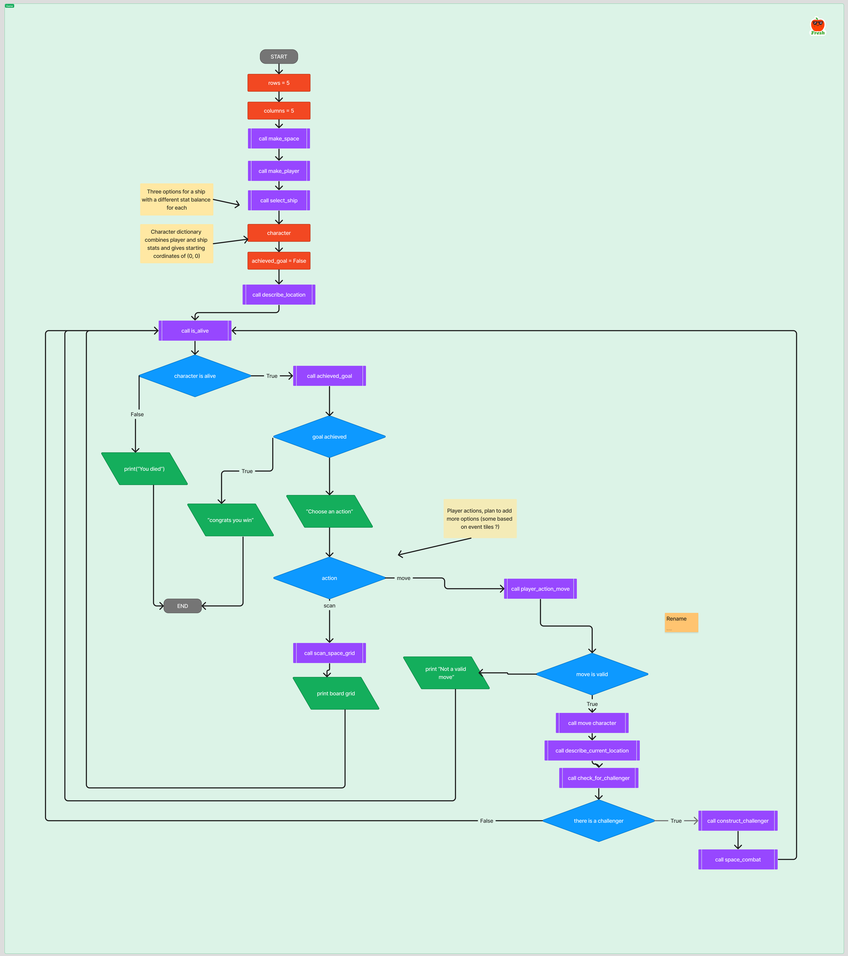
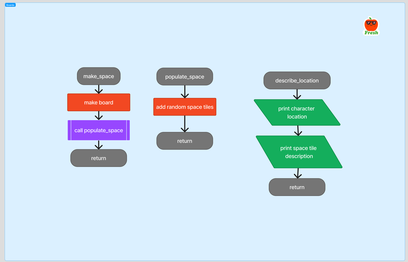
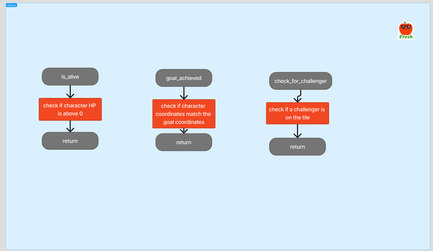
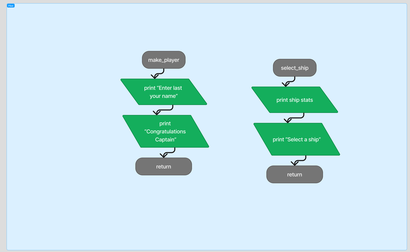
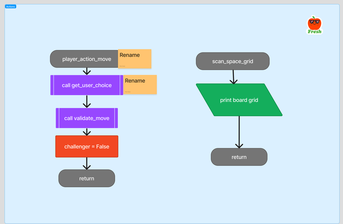
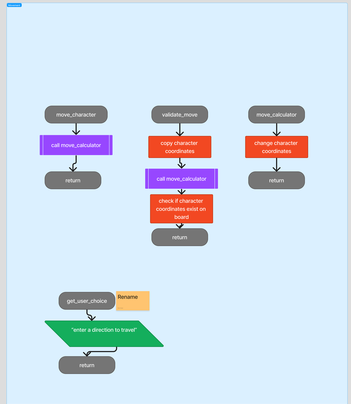
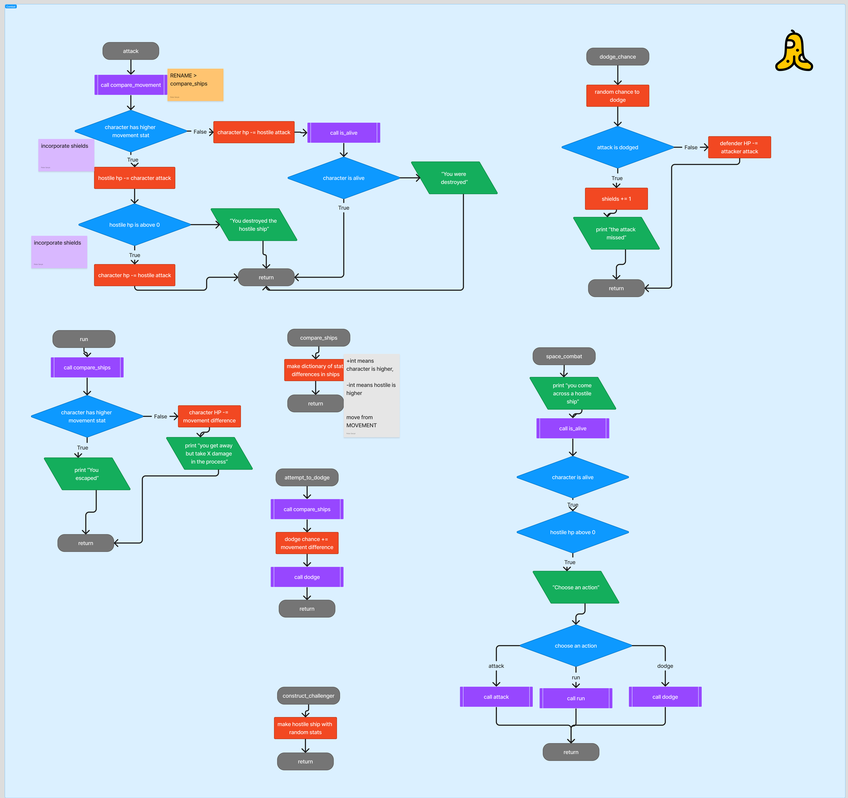
Unit-tests > combat.py >>> Pause until combat is flushed out
- construct_challenger ✓
- space_combat
- combat_attack < needs work first + add shield
- compare_movement ✓

Unit-tests > checks ✓
- check_if_goal_attained ✓
- is_alive ✓
- check_for_challenger ✓

Unit-tests > action
- player_action_move << big test ?
- scan_space_grid << printing grids is not easy

Unit-tests > travels
- describe_current_location < << one test so far
- populate_space ✓
- make_space

Free-range

IDEAS:
- CHANGE compare movement into compare ships, return a comparison dictionary that compares all stats
  - have random events that may occur based on being "outmatched" in an area
- ADD shields > shields take damage before hull & recharge if the attack misses
- ADD change to miss >based off movement
-

Free-range