

Week 3 Sprint Report: Tile Interaction and Creature Card Development

3.1. Project Overview

3.1.1. Sprint Details

Sprint Number: 3

Duration: 19/02/2024 – 25/02/2024

3.1.2. Objective

The sprint was dedicated to enhancing game interactivity through advanced tile click structuring and expanding the game's strategic depth with the introduction of new creature card classes.

3.2. Achievements

3.2.1. Break down of what we completed

Tile Click Structuring

- **Charli** - Successfully defined and implemented a robust system for tile click interactions, enabling players to interact with the game board in more dynamic and strategic ways.

Creature Card Class Development

- **Weifan** -
 - **Bad Omen:** Introduced a dynamic element to gameplay with its Deathwatch ability, enabling it to grow stronger with each unit's demise.
 - **Bloodmoon Priestess:** Strengthened player strategy by summoning Wraithlings upon the death of any unit, enhancing board control.
 - **Wraithlings:** Added to the tactical depth with simple yet strategically deployable units that synergize with other Deathwatch abilities.
- **Saranya Lakshmi** -
 - Defined the creatures' ability interfaces and list of classes and the its integration with the game.
 - **Gloom Chaser:** Innovatively designed to enhance board presence by summoning additional Wraithlings, directly supporting swarm strategies.

- Nightsorrow Assassin: Provided a strategic edge by eliminating weakened adjacent enemy units, critical for disrupting opponent formations.
- **Luochen -**
 - Saberspine Tiger: Brought immediate impact to the game with its Rush ability, allowing for aggressive early moves and strategic plays.
 - ShadowDancer: Enhanced survivability and opponent pressure through its Deathwatch ability, damaging the enemy avatar and healing the player.
 - ShadowWatcher: A strategic asset that grows with the game's flow, gaining strength with each unit's fall, encouraging players to tactically manage unit engagements.
- **Sruthi -**
 - Silverguard Knight: Fortified defensive strategies with its Provoke ability and gains attack power in response to the owning player's avatar taking damage.
 - Silverguard Squire: Empowered adjacent allied units, bolstering front-line defences or supporting key units, an invaluable asset for positioning strategies.

3.2.2. Key Achievements

- **Strategic Gameplay Expansion:** The addition of new creature cards significantly diversified the gameplay, offering players a broader range of strategic choices and tactics. Each card's unique abilities encourage varied playstyles and decision-making, deepening the game's tactical complexity.
- **Enhanced Game Interactivity:** The implementation of the tile click structuring system by Charli has made the game board more interactive, allowing players to engage with the game environment more effectively.

3.2.3. Carried Over Tasks

- Unit testing of the abilities of the creature card was postponed.

3.3. User Stories

Creature cards	P3,P5,P9, P10
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3.4. Challenges and Next Steps

3.4.1. Challenges and Solutions

- **Balancing New Creature Cards:** Integrating new creature cards while maintaining game balance posed a significant challenge.
- **Solution:** The team conducted extensive playtesting sessions to evaluate the impact of each new creature card on game dynamics, making necessary adjustments to ensure balance.

3.4.2. Next Steps and Planning

- **Next Steps**
 - Unit placement, move and attack and end turn events.
- **Further Balancing and Refinement:** Continuous evaluation and refinement of creature card abilities and tile interaction mechanics will be prioritized to ensure optimal balance and player engagement.