Week 2 Sprint Report: Spell Card Click Action Integration

2.1. Project Overview

2.1.1. Sprint Details

Sprint Number: 2

Duration: 12/02/2024 – 18/02/2024

2.1.2. Objectives

The primary focus for Sprint 2 was to enable the card click action for spell cards and ensuring the correct tiles on the grid are highlighted upon this action. This sprint aimed to deepen the strategic elements of our game, making the gameplay experience more interactive and engaging.

2.2. Achievements

2.2.1. Breakdown of what we completed:

- **Chang Le - CardManager Logic**: Fine-tuned the CardManager to recognize spell card clicks and initiate the corresponding spell effects accurately.
- **Weifan - Grid Interaction**: Implemented functionality to highlight relevant tiles on the grid when a spell card is clicked, visually indicating the area of effect.
- **Saranya Lakshmi - Player Interaction**: Defined Spell card interface and classes and implementation.
- **Luochen - Integrated GameLogic**: Refined the GameLogic to seamlessly process spell card interactions, ensuring that game rules are adhered to when spells are activated.
- **Sruthi - GameState Updates & Reporting**: Enhanced GameState tracking to include spell card actions and their outcomes.

2.2.2. Key Achievements

Enhanced Strategic Gameplay: Successfully integrated spell card clicks actions and grid highlighting, significantly enriching the tactical depth of the game.

2.2.3. Carried Over Tasks

Creature class creation and implementation was carried over to next week.

2.3. User Stories

Spell interface and all Spell classes	P7
Card Click event	P1, P2, P3, P4,
GameState updates	P15-P17

2.4. Challenges and Next steps

2.4.1. Challenges and solutions

Ensuring Seamless Integration

- **Challenge**: The main challenge was to finalise if we want to have a single class handling all spells or separate classes handling spells. Though we had a single interface and separate spell class, there were still discussion before implementing. Also there was discussion on what's the best way to be able to get the list of tiles needed for each spell.
- **Solution**: The software engineering module was helpful, as some discussions in class helped us to conclude that defining an interface for spells is a better design.

2.4.2. Next Steps and Planning

- **Next Steps**
    - To finalise the creature card classes and Tile click event structuring.
- **Testing and Refinement**:
    - Continue to test and refine the spell card click actions, focusing on user experience and feedback.
- **Performance Optimization**: With the new features added, we aim to optimize performance, ensuring smooth gameplay.