Recommendation

During we are coding, we are struggled with some engine code. After we solved these problems in our game package without changing anything in engine. We can provide some recommendations for engine code.

First, when we were doing the Q party, Q should wander around the map at random. But in our testing, the ninja moved along a fixed route every time. (it will move to a corner in the end)

So the “moveactoraction()”should be updated.

Second, when we try to code the behaviour for ninjas, we found it is hard to get the player stunned, we have nothing local variable in the Player class to check player’s stunned turn.

For solving this problem we created a updated player, add a stunned turn variable and override the playTurn() method that we could check the player was stunned or not

At the start of assignment3 we can not access different maps when we want to move or check which map we are standing on, because if we do not care about it, it is hard to move and the enemy on the moon map will do damage even stun our player which is on the earth. Then, it is also hard to add oxygen to the player and decrease it one every turn on moon map. And move back to earth when the oxygen run out. There is a similar problem as above is that when we decide to code producing oxygen tank part we could not get it work. It says the button of producing oxygen should be does not work when we have already pressed the button in last turn. We can not do it with existing Player engine. For solving this problem, we updated the updatedplayer we created for the stun part. We added gameMap moon, earth, current map oxygen and some methods to operate it. After this we not only can check we are standing on the moon or earth but also, we can get the enemy doing actions when we at the same map. And we also can check if we press the producing button at last turn or not.

So, for solving these problems in the player part, the engine should be updated and provide enough local variables for us to check the player stunned or not, check the oxygen, current map and if we press the produce button.

At best, the engine should separate two maps, which means if the player standing on one map, all enemies on the other map should not be move or do any actions and the engine will do not print what did they do.

Then, we try to control the sequence of every actions, the engine should be updating to make associated data to public. Then, we can operate it and get actions sequence as we want. Another problem is during the testing of game, we noticed the enemy will do some unreasonable actions, such as pickupItem(),openDoor().For example, the goons using the key which is an item on their selves to open the locked door, and they can also attack other enemy.

The engine should fix this vulnerability, remove the unreasonable actions from enemies.

Final, at the end-game part, when we carry the sleepy body of final boos to earth, it is impossible to end the game immediately, we have to wait next turn to end.

The stillrunning method should be update, we do not know how to fix that.