Phase 4 Report
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Thief is a 2D Pac-Man style game that we at group 12 have been working on for about three months now. The game is about a greedy thief who the player controls, scouring around the town stealing coins, and avoiding the bounty hunters, who if they catch the thief, they will immediately kill her. The maze that contains the thief also contains guard stations, these guard stations do not allow the thief to pass through unless they are bribed, and if the thief doesn't have enough money, then it's game over. Also spread around the maze are treasure chests which represent mugging opportunities, these allow the players to obtain three times the possible amount of points that the player would get from a coin leading to a higher score. The main objective for the thief, is to avoid all the threats in the town, and obtain enough money from the coins and mugging opportunities to retire from a life of crime.

When we started developing the game, one of the biggest fears the group shared was moving away from the original plan, and ultimately ending up with no set structure in later stages of development. After coding a majority of the program, we found that this fear was unwarranted. We have stayed pretty loyal to our original plan, and only have made minor changes to the story, and our original plan for the code. Story wise, we made small changes such as changing the gender of the thief, and cutting out some of the extra parts we added to the story. This was done to keep our game's story concise, and keep it from being too overcomplicated. On the technical side, it was also just small changes made, such as added methods, classes and variables. These parts were added usually to add features to make our game feel more complete,

to add key code that we forgot about while planning initially like key event handlers, and to add portions of code to help create the user interface in JavaFX.

In conclusion, all members of group 12 agree that this is one of, if not the most important university projects that we have done in our time as students at SFU. We have learned to work as programmers in a group setting, which was an experience none of us had before, we learned how to use several different tools such as git and maven which we have now become proficient in, and we learned how to adapt when coding in situations where everything doesn't go to plan and you are working on a deadline. https://www.youtube.com/watch?v=xbVklTfybC8 is a link to a video we made of us demonstrating some of the key features of our game, and some gameplay.