IS1S480 – Principles of Technology Solutions Coursework 1

Change list:

New features:

* Risk checks for nearby tiles in diagonal directions now
* Add key bindings for movement
  + Arrows keys
  + WASD keys
* Added Menu.cs form
* Add event handling for closing MainWindow.cs when the game is lost or won and reopening Menu.cs
* Add a scoreboard to Menu.cs through file I/O operations
* Add scoreboard sorting through ListNumberSort.cs
* Add custom grid sizes through Menu.cs
* Add a settings save function to Menu.cs through file I/O operations
* Add condition when the user collects all of the food
* When player died sprite death is swapped to show clearly they landed on a trap
* Add round counter
* Add repopulation of food
* Add more traps as round counter increases
* Change sprites and appearance of game
* Add a reveal tile that shows all traps in the game for a short duration
* Add icon to game
* Add sound to the game
  + Movement sound
  + Title background music
  + Explosion sound
  + Pickup sound
  + New round sound
  + Reveal tile sound

Rewrites:

* Variables and methods renamed to meet C# & .NET naming conventions
* Player movement rewrote to use less functions
* Movement button functions rewrote to use a single function with arguments
* Risk method rewrote to use a list of relative coordinates
* Reorganise class constructors and properties
* Rewrite the AddLabel function to construct and return labels
* Add an AddLabel overload for passing Bitmaps
* Remove PlotTraps(), and PlotFood() in favour of using dictionaries containing labels with the Show() and Hide() methods
* Add docstrings to major methods
* Add sprites to movement arrows