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 re-adding of food when all current food is collected
* Add round counter that increments when all current food is collected
* When player dies, the player sprite’s depth alternates with the trap to show clearly that they landed on a trap
* Add more traps as the round counter increases
* Change all sprites and appearance of the game
* Add a reveal tile that shows all traps in the game for a short duration
* Add icon to game and it’s release executable
* Add the following sounds 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 through tags
* Risk method rewrote to use a list of relative coordinates
* Reorganise class constructors and properties
* Rewrite the AddLabel method’s behaviour to construct and then return labels
* Add an AddLabel overload for passing in Bitmaps
* Remove PlotTraps(), and PlotFood() in favour of using dictionaries containing labels with the Show() and Hide() methods
* Add docstrings to major methods