

Le point sur le travail réalisé :

I first finalized prototype 1 so that we can test the game in text mode. The computer give you the choices you have and you select what you want. I had to add a lot of functions that won't exist in the final game, for example the target selectors that ask the user what target he chooses.

Then I Started to creates mouse events and the classes named 'Octopus' and 'OctopusBaby' that are the core of the display system. So I started creating the display system we will use (with the help of SDL), added Button class (which will be modified ) and preparing the game for the implementation of graphics

Les difficultés rencontrées :

I ran into a lot of troubles concerning templates, RTTI etc. because I was trying to do everything in a generic way.

La remédiation :

I finally Created an Experimental branch on the git repository so that I can experiment some things before adding them to the prototype. I'm not sure I am doing it right way and I may be overthinking the whole design of the graphic engine.

Les objectifs à atteindre :

I need to add some more stuff before implementing the graphics, like Text button, decorated button, animations, etc... And I need to start working with Amaury on this.

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