

TP3 Updated Design Docs:

I've now added a leader board and a difficulty toggle to the game. The leader board uses MySQL to store the user data. Each different user must use a different user name. A unique username refers to only one individual. The leader board updates when a new user gets a score higher than an existing one on the leader board or an old user on the leader board gets a score higher than their present high score.

Leader board can be accessed in most modes except for when the game is running and you can return to the previous screen from the leader board screen using the on-screen back button.

The difficulty toggle changes difficulty from easy medium or hard. If a user inputs something other than that then difficulty is auto set to medium. At easy you require only 4 rings to win, 7 for medium and 9 for hard. On top of the rings needed to collect the grudge's behaviour aka spawn and movement rate as well as game map structure (sparseness, number of rooms) changes with difficulty.

I have also included a help screen if you press 'h' to display the basic rules of how the game works as well as a cheat auto win if you press 'o'. You can also pause the game if you press 'p'.