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| **구현 목록** |

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| Document Code: 1819sem2-ICS3U-02 |
| Time Stamp: May 12, 2019 |

**ICS3U Final Project**

Shooting Game Logic

**[Data Display Part]**

* Current Level
* Current Score
* Health Gauge
* Play Time
* Player Name
* Real-Time Ranking System (Top 5)

**Current Level**

Requirements

The Formula to Decide the Level.

* How many AI unit the player must shoot to reach the next level?
* Advantage to Climb up the Level?
  + Motivation

**Current Score**

Requirements

The Formula to decide the earning score per AI unit based on the shooting skill, level and AI type

* How many Different AI types?
* How many Shooting Skills and what do they do?
* Is there any advantage of earning score based on the level?
* Relation between Difficulty and score?
* Is there any Item that provides the score?

**Health Gauge**

Requirements

**Play Time**

Requirements

Is it total play time or instant play time?

* If it is total play time
  + Individual DB or Combined DB?

Linked List?

**Player name**

Requirements

Offline DB

Linked List Function

**Real-Time Ranking System**

Requirements

Linked list Structure

* Linked List Organization
* Linked List Sorting Process
* File IO for Offline DB
* Efficiency of the Code
  + Short Runtime Required
  + Must be shorter than Player react Time
* Main Structure