

Changelog v23 devRelease

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April 17, 2012

1 Changelog for dev release v23:

Issues Resolved:

1. Dummy text given for the level display. Work is going on in the testBed.
2. display_cutscene() function created – needs more work in the near future.

Issues to be resolved:

1. Make the display_intro(int mode) function generic so that it shows the appropriate cutscene based on the mode.
2. Write and implement the LevenShtein distance in the nxCIParser component – core of the display_terminal() function.
3. Also implement AI – check out the type of AI to be implemented for this game.

2 Note to developers

I would have updated long ago but for some internet issues I got stuck up and hence the delay in uploading the recent update. This update has the main.cpp file commented since the work for the display_intro() function is going on in the test bed. The aspiring devs can also call the function from the main.cpp file – just check out the test.cpp file for the implementation technique.

Happy Coding!!!