

Game Logic Document

Pet Bingo

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This document is a 'live' document subject to ongoing change by team members.

Game Logic

List of things to consider for implementation:

- The game loop.
- Game manager class.
- Design patterns.
- Data structures.

Game Play Logic

Things to consider for game play implementation:

- How should the bingo board be populated?
 - Should we randomize the problem set first and then use parallel array for the answers?
- How do we make sure the bingo board answers and problems ensure 'bingo!' is possible multiple ways?
- If the player gets the answer **wrong** on the bingo board, the square gets deleted.
 - Should we delete the problem associated with that **wrong answer** (the answer the player picked wrongly)?
 - Is there a need to delete it or will keeping it affect the game logic?
- If the player gets the answer **right** on the bingo board, the square will get marked.
 - Should we delete the problem associated with that **correct answer**?
 - Is there a need to delete it or will keeping it affect the game logic?
- How do we keep checking for 'bingo!' at each loop?
- How do we keep checking to see if 'bingo!' is impossible to achieve at each loop?
- Game over conditions. (bingo is impossible to achieve).
- Game win conditions. (bingo is achieved).

N/A

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N/A
