# Mandatory 2 - LwjglApplicationConfiguration

* Subtask 1
  + Group name: LwjglApplicationConfiguration
  + Team leader: Christian Hein
  + Customer contact: Morten Bergmann
* Subtask 2
  + Overall goal
    - Our goal is to make a functional RoboRally game, where user interactions is possible.
  + System requirements (minimum viable product)
    - Game Board
      * One robot per tile
      * Walls, both between tiles and on the edges of the board
      * Holes
      * Lasers
      * Conveyor belt
      * Special fields
        + Screwdriver

Move backup

Repair

* + - * + Hammer

Options

* + - Player
    - Game Piece (robot)
    - Program card
      * Movements
        + Rotate

90° L # 18 Prio 80 – 420 (80, 100, 120, …)

90° R # 18 Prio 70 – 410 (70, 90, 110, …)

180° # 6 Prio 10 – 60 (10, 20, 30, …)

* + - * + Forward

1 # 18 490 – 650 (490, 500, 510, ...)

2 # 12 670 – 780 (670, 680, 690, ...)

3 # 6 790 – 840 (790, 800, 810, …)

* + - * + Backwards

1 # 6 430 – 480 (430, 440, 450, …)

* + - * Priority
        + Unique value
    - Flag
    - Movements tile
    - Special field (backup)
    - Laser
    - Walls
    - Holes
    - Round (= 5 phases)
      * Before the round
        + Deal cards
        + Robots have/get placements
        + Make program
        + Confirm program
      * During the round
        + Program cards are locked
        + Phase
      * After the round
        + Repair damage
        + Powerdown
        + Deal option cards
    - Phase
      * Turn program card
      * Move
        + robots by priority
        + conveyor belt
        + gears
      * Activate lasers
      * Tally damage
      * Move backup
      * Registers flags
    - Deal cards
    - Make a program (max 5 cards)
    - Move robots
    - Visit flags
    - Leave backup
    - Activate lasers
    - Take fire
    - Damage
    - Repair
    - Get totaled
    - Only one robot per tile
    - Highest priority moves first
    - Multiplayer
    - Game over
    - Difficulty
    - Default boards
  + First iteration
    - To have all infrastructure in place
    - To have a two dimensional grid where it’s possible to add a Game Piece on the Game Board.
* Subtask 3
  + Project method chosen: XP
  + Communication outside meetings: Slack
  + Distribution of tasks: Trello
  + Work follow-up: Trello
  + Files and storage: GitHub
* Subtask 4
  + \*on our GitHub repo\*