COMP20050 - Group 47 - Revised Project Plan

Student Numbers: 22441636, 22450456, 22715709

Sprint	Objectives:	Features:
1	• Design logic and incorporate features to allow setter interaction with game • Test all implemented features	• Create data structure which will hold current state of board • Implement feature to be able to place an atom • Insert circle of influence around atom including standard and edge cases • Handle case when two circle of influences intersect • Allow setter to utilise above features
2	• Design logic of ray to allow experimenter interaction with game • Test all implemented features	• Develop behaviour of ray in instance where no atom is detected • Incorporate scenario where ray is absorbed by atom • Implement situation whereby ray is deflected 60 degrees • Create ray marker for all instances of ray paths • Allow experimenter to utilise above features
3	• Further develop ray logic and create playable aspect to the project • Add a single player feature to the game • Test all implemented features	• Design logic to accommodate for more complex ray paths - ray encountering intersecting circle of influence and experiencing 120 degree deflections and reflections • Implement reflected feature for when ray encounters part of circle of influence of atom at the edge of the board, usually impossible to be encountered in normal circumstances and is reflected • Randomly allocate 6 atoms for user to send rays and guess locations for single player gamemode • Incorporation of ‘game’ part of system; keeping track of score, announce events of the game and allow 2 players to play a full round as both setter and experimenter

4	• Design a graphical user interface to display full features of game and allow user to interact with GUI • Advance single player mode • Test all implemented features	• Create a graphical user interface to display a menu, current state of game and display end screen/final score • Incorporate controller into GUI interactive to enhance user experience • Finalise game including, fixing any bugs and ensure of a smooth user experience Extra Features (not specified in project brief) • Develop a single player mode which will create an AI-Player to play both setter and experimenter roles along with user • Add music and sound effects to enhance game experience