

Roman Martushev

Thankgod Ofurum

Reef Encounter

WEEK2-WEEK3

Action5

- Updated action 5 so you can remove a shrimp.
- Once removed it returns to your supply and Action 5 is disabled.

Action 8

- You can now exchange a larva cube that you own for a polyptile of the same color.
- Once you run out of larva cubes then action 8 is disabled.

Action1

- You can now eat coral and a shrimp
- Then the number of shrimp eaten is displayed
- The number of polyptile - 4 is displayed in your parrotfish

openSeaBoard

- Displayed the 5 open seaboard blocks dynamically
- Have it set so that a random image is displayed each time.

Dominancetiles

- Now displayed dynamically

Action10

- Displays stuff for action10 and adds corresponding larva to larva and tiles to tiles.

Multiple random board availability

- You can now have multiple random boards when starting the game
- You also have as many boards as there are players

### Choice for predetermined shrimps

- You can now choose locations to place predetermined shrimps
- These are retained through to the actual game