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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