

Team Cerebral - Version Description

Cycle 2 - 4/10/18

Current Version

ATR2:

- Non-graphical matches & backend-related:
 - Most common robot instructions working. We are still trying to determine which aren't working by testing the provided robot files.
 - jump/cmp, call, ret - basic flow control instructions all working
 - Reading from and storing to variables or registers in robot's ram is working
 - Basic in and out ports are working, not all have been tested individually
 - Movement, robot rotation, turret rotation, scanning, random number generator all working
 - Missiles and robot handling are implemented, but no mine functions
 - Robots that use mines usually crash the program because of this
- Graphics-related:
 - Normal missile fires, missile hits, robots, and robot scan lines are all working as expected
 - Robot scan arcs are drawn correctly most of the time. The rest of the time, the scan arcs appear to draw the wrong direction (drawing the "outside" of where the robot is scanning instead of drawing the arc on the "inside" of where the robot is scanning)
 - No robot info sidebar, only arena is implemented
 - No match results info is shown, all match stats are still printed to console only

ATROBS

- You can choose up to 6 robot files
 - Remove buttons functioning for all 6 robot selectors
- Show scan arcs, disable graphics, and show source checkmark options all working
- Number of matches, game delay, game limit all working (textfield input)
- Quit/Play buttons working
- After clicking play, ATROBS hides and shows the ATR2 game, and when the ATR2 game ends, ATROBS returns