

Deliverables

- ☐ PDF of presentation
- ☒ Public Git repo with Codebase
- ☐ Documentated code
- ☒ This checklist

Tile Maps

- ☒ Tilemap is a data structure
- ☒ Needs to provide an integer indexer implementation (for Tiles)
- ☒ Needs to provide a Position indexer implementation (for Tiles)
- ☒ Can create tilemaps easily (like a chess board)
- ☒ Set - allow to place tile objects before the game runs
- ☒ Set number of Actors (Players, AI)
- ☒ Auto Handle Turn Order
- ☐ Tilemap is extendable
- ☒ Implement IEnumerable and IEnumerator
- ☒ Has its own assembly with Tiles and Tile Objects
- ☐ Masochist 🏆: Spiral Enumerator

Tiles

- ☐ Tile is extendable
- ☐ Tiles can belong to an actor
- ☐ Tile needs to support callbacks when it is passed on by a tile object
- ☒ Tile needs to support callbacks when it is landed on by a tile object

Tile Objects

- ☒ TileObject is extendable
- ☒ Tile Objects can belong to an actor
- ☒ Implements ICloneable (Kind of, i guess, created Asset Manager to copy Objects and it's components)
- ☐ Tile Object needs to support callbacks when it is passed on by a tile object
- ☐ Tile Object needs to support callbacks when it is landed on by a tile object

Position

- ☒ readonly
- ☒ Struct
- ☒ Override ToString
- ☒ Override GetHashCode
- ☒ Override Equals
- ☒ Override operators + and -

Movement & Interaction

- ☒ Easy to use - high usability
- ☒ Can Inquire Tiles and Tile Objects to change movement rules
- ☐ Masochist 🏆: tiles affect movement

Rendering

- ☒ Renderer is based on abstraction
- ☒ Rendering is in its own module (assembly)
- ☒ Tile Rendering customized color and shape (for console)
- ☒ background and foreground of tiles and tile objects is customizable for the console renderer
- ☐ Masochist 🏆: bigger tiles and ruleset for tiles

Commands

- ☒ Wrong command prompts help
- ☒ Help is implemented on the engine side, the client code simply defines new commands
- ☒ Client code can implement new commands easily
- ☒ Core Commands:
 - ☒ Select - highlight final positions for the selected tile object
 - ☒ Deselect - deselects the current tile object
 - ☒ Move - moves the tile objects to x,y
- ☒ Does not throw exceptions
- ☒ Masochist 🏆: show the movement **route** of a tile object and add a command -
Show: Highlight pieces that can perform any movement

Demo

- ☒ Demo is in its own assembly
- ☒ Chess
 - ☒ Check rules
 - ☒ Check Mate rules
 - ☒ Movement rules for the different pieces
- ☐ Checkers
 - ☐ No need for must capture rule
 - ☐ Allow multiple captures in the same turn
 - ☐ Allow moving backwards after first capture
 - ☐ Implement kings

Misc.

- ☒ Generic extension method for 2D arrays

- ☒ String extension method that trims all white space and makes all characters small caps
- ☒ Create an extension method for arrays that checks if its null and bigger than zero