

## 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
- ☐ 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