# 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