

Changelog

1 Package Communication

1.1 Class Client

1.1.1 Modified:

- Method sendAndReceive signature changed to take in a variable of type RequestObject and return ResponseObject
- Constructor changed to take in a String ipAddress and an int port

1.1.2 Removed:

- Variable clientControllerCummunicator of type ClientControllerCommunicator

1.1.3 Added:

- Variable send of type PrintWriter
- Variable receive of type BufferedReader
- Variable sendObject of type ObjectOutputStream
- Variable receiveObject of type ObjectInputStream
- Variable myShip of type Ship
- Variable overworld of type Overworld
- Variable shipType of type Enum<ShipType>
- Method login with signature taking in variables String username, ShipType shipType and int difficulty and returning a boolean

1.2 Unchanged:

- variable socket of type Socket

1.3 Class ClientControllerCommunicator

1.3.1 Modified:

- Changed signature of method sendRequest to take in a RequestObject and return a ResponseObject
- Changed signature of method login to take additional variables ship of type Ship and difficulty of type int

1.3.2 Removed:

- Removed variable currentPlanet of type Planet

1.3.3 Added:

- Method logout of type boolean
- Static method getInstance taking in a variable of type Client and returning type ClientControllerCommunicator
- Added static variable singleton of type ClientControllerCommunicator

2 Package Controller

Added Classes:

- Class AudioController
- Class PlanetEventController
- Class PlanetRewardController
- Class PVPController
- VideoController
- WeaponController

Removed Classes:

- Class HangarController

2.1 Class AudioController:

2.1.1 Added:

- Variable sound of type com.badlogic.gdx.audio.Sound
- Variable music of type com.badlogic.gdx.audio.Music
- Static variable instance of type AudioController
- Static method getInstance of type AudioController
- Method setMusic taking in a variable of type FileHandle and returning a void type
- Method playExplosionSound taking in a variable of type FileHandle and returning void
- Method play of type void

- Method mute of type void
- Method volumeUp of type void
- Method volumeDown of type void

2.2 Class BattleController:

2.2.1 Modified:

- Signature of method attack changed to take in variable of type Weapon and variable of type Room
- Signature of method fleeFight changed to take in variable of type Planet

2.2.2 Removed:

- Method heal removed
- Variable myself removed

2.2.3 Added:

- Variable opponent of type Ship added
- Static variable battleController of type BattleController added
- Variable clientControllerCommunicator of type ClientControllerCommunicator added
- Variable previousResponse of type ResponseObject added
- Variable previousRoundActions of type List<PreviousRoundAction> added
- Variable previousWeaponsUsed of type List<WeaponType> added
- Method combatOver of type boolean added
- Method combatWon of type boolean added
- Method getPreviousRoundActions of type List<PreviousRoundActions> added
- Method getPreviousRoundWeapons of type List<WeaponType> added
- Method playMoves of type boolean added
- Method fetchUpdatedData of type boolean added
- Method fetchOpponentAfterReleg of type boolean added
- Method youDead of type boolean added
- Constructor added taking in a variable of type ClientControllerCommunicator

2.3 Class CrewController:

2.3.1 Modified:

- Signature of method moveCrewToRoom changed to return a boolean

2.3.2 Removed:

- Variable myself of type Ship
- Method healCrewMember
- Method healCrewInRoom
- Method damageCrew
- Method fixSystem
- Method repairSystem

2.3.3 Added:

- Static variable singleton of type clientControllerCommunicator
- Static method getInstance taking in a variable of type ClientControllerCommunicator and returning type CrewController
- Contructor taking in a variable of type ClientControllerCommunicator

2.4 Class PlanetEventController:

2.4.1 Added:

- Variable clientControllerCommunicator of type ClientControllerCommunicator
- Static variable instance of type PlanetEventController
- Static method getInstance taking in a variable of type ClientControllerCommunicator and returning type PlanetEventController
- Method getPlanetEvent of type PlanetEvent
- Method getClientShip of type Ship
- Constructor taking in a variable of type ClientControllerCommunicator

2.5 Class PlanetRewardController:

2.5.1 Added:

- Variable clientControllerCommunicator of type ClientControllerCommunicator
- Variable rocketReward of type int
- Variable fuelReward of type int
- Variable moneyReward of type int
- Variable weaponRewards of type List<Weapon>
- Variable crewReward of type Crew
- Static variable instance of type PlanetRewardController
- Static method getInstance taking in a variable of type ClientControllerCommunicator and returning ClientControllerCommunicator
- Method getRewards of type boolean
- Constructor taking in a variable of type ClientControllerCommunicator

2.6 Class PVPController:

2.6.1 Added:

- Variable clientControllerCommunicator of type ClientControllerCommunicator
- Variable pvpClient of type List<String>
- Static variable instance of type PVPController
- Static method getInstance taking in a variable of type ClientControllerCommunicator and returning PVPController
- Method getPVPOpponents of type List<String>
- Method sendPVPRequests taking in a variable of type String and returning a boolean
- Method activatePVP taking in a variable of type Ship and returning a boolean
- Constructor taking in a variable of type ClientControllerCommunicator

2.7 Class SystemController:

2.7.1 Modified:

- Changed signature of method `installSystem` to return a boolean and take in a variable of type `SystemType`

2.7.2 Removed:

- Removed variable `myself` of type `Ship`
- Removed method `uninstallSystem`

2.7.3 Added:

- Variable `clientControllerCommunicator` of type `ClientControllerCommunicator`
- Static variable `instance` of type `SystemController`
- Static method `getInstance` taking in a variable of type `ClientControllerCommunicator` and returning `SystemController`
- Method `removeEnergy` taking in a variable of type `System` and a variable of type `int` and returning a boolean
- Method `addEnergy` taking in a variable of type `System` and a variable of type `int` and returning a boolean
- Method `upgradeSystem` taking in a variable of type `System` and returning a boolean
- Method `installSystem` taking in a variable of type `SystemType` and returning a boolean
- Constructor taking in a variable of type `ClientControllerCommunicator`

2.8 Class TraderController:

2.8.1 Modified:

- Changed signature of method `purchaseWeapon` to take in a variable of type `Weapon` and a variable of type `Trader` and return a boolean
- Changed signature of method `purchaseCrew` to take in a variable of type `Trader` and a variable of type `Crew` and return a boolean
- Changed signature of method `purchaseRockets` to take in a variable of type `Trader` and a variable of type `int` and return a boolean
- Changed signature of method `purchaseFuel` to take in a variable of type `Trader` and a variable of type `int` and return a boolean

- Changed signature of method purchaseHP to take in a variable of type Trader and a variable of type int and return a boolean

2.8.2 Added:

- Added variable clientControllerCommunicator of type ClientControllerCommunicator
- Added static variable singleton of type TraderController
- Added static method getInstance taking in a variable of type ClientControllerCommunicator and returning TraderController
- Added method sellWeapon taking in a variable of type Trader and a variable of type Weapon and returning a boolean
- Added method sellRockets taking in a variable of type Trader and a variable of type int and returning a boolean
- Added method upgradeCrew taking in a variable of type Crew and a variable of type CrewStat and returning a boolean
- Added constructor taking in a variable of type ClientControllerCommunicator

2.8.3 Removed:

- Removed variable myself of type Ship
- Removed variable trader of type Trader

2.9 Class TravelController:

2.9.1 Modified:

- Changed signature of method travel to return a boolean

2.9.2 Added:

- Added variable clientControllerCommunicator of type ClientControllerCommunicator
- Added static variable singleton of type TravelController
- Added static method getInstance taking in a variable of type ClientControllerCommunicator and returning TravelController
- Added Constructor taking in a variable of type ClientControllerCommunicator

2.9.3 Removed:

- Removed variable myself of type Ship

2.10 Class VideoController:

2.10.1 Added:

- Added static variable singleton of type VideoController
- Added variable main of type Main
- Added static method getInstance of type VideoController
- Added method getHight taking in a variable of type Main and returning int
- Added method getWidth taking in a variable of type Main and returning int
- Added method setResolution taking in two variables of type int and a variable of type Main and returning void
- Added method setFullscreen of type void
- Added method setWindowed of type void

2.11 Class WeaponController:

2.11.1 Added:

- Added variable clientControllerCommunicator of type ClientControllerCommunicator
- Added static variable singleton of type WeaponController
- Added static method getInstance taking in a variable of type ClientControllerCommunicator and returning WeaponController
- Added method equipWeapon taking in a variable of type Weapon and returning a boolean
- Added method unequipWeapon taking in a variable of type Weapon and returning a boolean
- Added constructor taking in a variable of type ClientControllerCommunicator

3 Package Model

Added:

- Added enum CrewStat
- Added enum ShipType
- Added enum SystemType
- Added enum WeaponType

Removed:

- Removed class LaserBlaster
- Removed class HealBomb
- Removed class Bomb
- Removed class RadiationBomb
- Removed class Radio
- Removed class Rocket
- Removed class WeaponSystem
- Removed class Shield
- Removed class Engine
- Removed class BlankRoom

3.1 Class Crew:

3.1.1 Unchanged:

- Variable id of type int
- Variable name of type String
- Variable health of type int
- Variable maxHealth of type int
- Variable associatedUser of type String

3.1.2 Modified:

- Changed type of variable stats to List<Integer>

3.1.3 Added:

- Variable tile of type Tile
- Variable price of type int
- Variable justMoved of type boolean

3.2 Class Overworld:

3.2.1 Unchanged:

- Variable id of type int
- Variable associatedUser of type String

3.2.2 Modified:

- Changed type of variable planetMap to List<Planet>

3.2.3 Added:

- Added variable seed of type int
- Added variable difficulty of type int
- Added variable startPlanet of type Planet
- Added variable bossPlanet of type Planet

3.3 Class Planet:

3.3.1 Unchanged:

- Variable name of type String
- Variable posX of type float
- Variable posY of type float
- Variable discovered of type boolean

3.3.2 Modified:

- Changed type of variable event to PlanetEvent

3.3.3 Added:

- Added variable id of type int
- Added variable ships of type List<Ship>
- Added variable trader of type Trader
- Added variable planetTexture of type String
- Added variable looted of type boolean

3.4 Class Trader:

Removed extention from Planet

3.4.1 Unchanged:

- Variable planet of type Planet
- variable weaponStock of type List<Weapon>
- Variable missileStock of type int
- Variable fuelStock of type int
- Variable crewStock of type List<Crew>

3.4.2 Added:

- Added variable id of type int
- Added variable hpStock of type int

3.5 Class Room:

Removed abstract attribute

3.5.1 Unchanged:

- Variable breach of type int
- Variable oxygen of type int

3.5.2 Removed:

- Variable height of type int
- Variable width of type int
- Variable posX of type int
- Variable posY of type int

3.5.3 Added:

- Added variable id of type int
- Added variable interiorID of type int
- Added variable crew of type List<Crew>
- Added variable tiles of type List<Tile>
- Added variable isSystem of type boolean

3.6 Class System:

3.6.1 Unchanged:

- Variable energy of type int
- Variable maxEnergy of type int
- Variable damage of type int

3.6.2 Added:

- Variable disabled of type boolean
- Variable manned of type boolean
- Variable systemType of type SystemType
- Variable shipWeapons of type List<Weapon>
- Variable unlocked of type boolean

3.7 Class Tile:

3.7.1 Added:

- Added variable id of type int
- Added variable posX of type int
- Added variable posY of type int
- Added variable standingOnMe of type Crew
- Added method isEmpty of type boolean

3.8 Class Weapon:

Removed abstract attribute

3.8.1 Unchanged:

- Variable id of type int
- Variable weaponLevel of type int
- Variable damage of type int
- Variable cooldown of type int
- Variable energy of type int
- Variable missileCost of type int
- Variable dropChance of type float
- Variable shieldPiercing of type int
- Variable breachChance of type float
- Variable crewDamage of type int
- Variable burst of type int

3.8.2 Renamed:

- variable precision renamed to accuracy

3.8.3 Added:

- Added variable weaponType of type WeaponType
- Added variable price of type List<Integer>
- Added variable weaponSystem of type System
- Added variable weaponName of type String
- Added variable weaponPrice of type int
- Added variable currentCooldown of type int

3.9 Class Ship:

3.9.1 Unchanged:

- Variable associatedUser of type String
- Variable hp of type int
- Variable coins of type nt
- Variable missiles of type int

- Variable fuel of type int
- Variable energy of type int
- Variable shieldCharge of type int
- Variable maxShieldCharge of type int
- Variable evasionChance of type float
- Variable shields of type int
- Variable FTLCharge of type int
- Variable inventory of type List<Weapon>

3.9.2 Added:

- Added variable id of type int
- Added variable shipType of type ShipType
- Added variable planet of type Planet
- Added variable systems of type List<Room>
- Added variable inCombat of type boolean
- Added variable firstCombat of type boolean
- Added variable playingPVP of type boolean
- Added variable invitedToPVP of type boolean

3.10 Class User:

3.10.1 Unchanged:

- Variable username of type String
- Variable userShip of type Ship

3.10.2 Renamed:

- Renamed loggedIn variable to loggedIn

3.10.3 Removed:

- Removed variable id

3.10.4 Added:

- Added variable overworld of type Overworld
- Added variable firstGame of type boolean