

Projet ACL

I. Functionalities.

Sprint 1.0 :

- _ this sprint works with order lines.
- _ creation of a hero which move in 4 directions with the following keys (Z,Q,S,D).
- _ creation of a empty world ; the hero can go outside the world.

=> Everything has been implemented.

Sprint 1.1 : (3 weeks)

- _ this sprint works with a graphic interface.
- _ creation of a map with tiles.
- _ the world contains some walls.
- _ the world contains an exit ; when the player reaches the exit, he win.
- _ the hero can not go outside the world.
- _ the hero can not move through walls.
- _ creation of monsters.
- _ when the hero is close enough to monsters, monsters goes towards the hero.
- _ when a monster attack the hero, they instantly kill him.

=> Everything has been implemented.

Sprint 2 :

- _ Hero can attack the monster
- _ Several levels
- _ Life bar for every characters
- _ The Hero can pick up flask of life
- _ The hero can use flask of life when the player press a key (F)

=> Everything has been implemented.

Sprint 3 : (1 day)

- _ There is a boss level.
- _ The boss has 2 attack pattern different from that of monsters :
 - _ First phase : the boss appears on a random side of the map (Left, Right, Top or Bottom) and he runs to the opposite side. When he touches the hero, it deals a lot of damage.
 - _ Second phase : same as first phase + the boss throws projectiles towards the hero.
- _ Correction of the exit bug.
- _ There is an ambient music.
- _ There is a new monster type : the ghosts
 - _ When the hero is next to a ghost location, the ghost appears and move towards the hero in order to attack him until his death or the death of the hero.
 - _ The ghosts can pass through the obstacles.

=> Everything has been implemented.

+ bonus : as for the life flasks, the hero can pick up a second type of object by stepping on : the pills of attack. When the player press a key (R) he uses a pill of attack and the attack of the hero increase during a few seconds.

II. Diagram of classes.

After Sprint 1 :

cf : image sprint1.1.jpg

After Sprint 2 :

cf : image sprint2.jpg

After Sprint 3 :

cf : image sprint3.jpg

III. Sequences diagram.

Main loop : (the call of all updates)

cf : main_loop.jpg

Update Wolf :

cf : wolf_update.jpg

IV. Distribution of work between membres.

Conception work :

To define what should be implemented, all members would come together to list the functionalities to be done for the next sprint.

Implementation work :

For each Sprint, we wrote on an Etherpad, the list of functionalities to implement. Each member of the group, before to implement a fonctionnality, had to choose a functionality he wanted to implement ; he had to write his name next to this functionality ; then he had to implement it, and once this work done, he had to wrote “done” next to his name.

This method allows each member to work whenever he wants ; it also allows members to not implement the same functionality twice.

V. Git.

https://github.com/heitzman5u/ACL2017_Tartiflotte.git