

**A4 - Report**

**COMP 4451 – Game Programming**

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| Group ID  assigned by the course staff | 18 |
| Group Alias  connect.ust.hk email of any one of the members | hmmleung@connect.ust.hk |
| Game Name  tentative name which can be changed later | Steel of Stalin |
| Group members Student name (connect.ust.hk email address) E.g.: *Pedro Sander (psander)* | hmmleung |
| hkleungai |

## 1. Summary of the idea

What the game is about and its overall objective. This can come directly from the proposal if it has not changed, though additions and subtractions are welcome.

Steel of Stalin is a simultaneous turn-based strategy game. The major objective is to manipulate *units* to capture or destroy enemy’s capital. It is about careful planning for *units* to advance through the map, choosing among several advantages. It is also about map control, when players control certain parts of the map or cities to gain advantages.

## 2. Screenshots

About 5-8 screenshots of your game that best demonstrates your programming challenges. Include a one-sentence description under each screenshot. For example, if you designed a particle system, pick a screenshot that best demonstrates it. There is no need to go into many details. Those should have already been discussed in the video.

## 3. Programming challenge specifics

Specify the source files in your submission that include your own code. If you only implemented part of a file, please be specific on the range of lines of code that you implemented. For each range that you specify, describe briefly in one or two sentence what is the purpose of the code in your game. This is important for us to judge the level of programming effort and complexity that went into your game.

Source files that include our own code: All files under the folder src.

* src/assets: provides original textures, all types of data (json) generated by external C# code, and style layout (scss) of the UI
* src/flows: contains input logic such as keyboard events, mouse events, raycaster etc.
* src/props: contains class structure of all props (units, buildings, tiles etc.)
* src/utils: contains phase logic, loaders and other helper functions
* src/index.html: provides the html code for the UI

## 4. Changes from proposal

Go back to all sections of your proposal and see what you have changed. Briefly describe all the changes (ie., features that you added, or features that you no longer pursued due to time or interest in exploring other ideas).

Features no longer pursued due to time limit:

* Map Creator
* Technologies / Research mechanism
* Logistics mechanism

Features added:

* Interactive UI and menus using SCSS

## 5. Work distribution (group projects only)

Specify the amount of effort of each group member as a percentage (e.g., John 60%, Bob 40%). If you do not agree on the percentage breakdown, please specify separately below what each member believes to be the breakdown. You may further elaborate briefly on what each member has done.

hmmleung: 75%

hkleungai: 25%