PHP Bootcamp

Rush1

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Summary:
This document is the rush01's subject for the PHP bootcamp.

Contents

Chapter I

Foreword

What do all these films have in common?

- Terminator 2

- Aliens

- The Godfather Part II

- Mad Max 2

- Evil Dead 2

- The Dark Knight

Same as today's topic, they are all better than the first one.

Chapter II

Consignes

- Only this page will serve as reference; do not trust rumors.

- Watch out! This document could potentially change up to an hour before submission.

- Only the work submitted on the repository will be accounted for during peer-2-peer correction.

- Got a question? Ask your peer on the right. Otherwise, try your peer on the left.

- Your reference guide is called `Google / the Internet / http://www.php.net / ....`

- Think of discussing on the Forum. The solution to your problem is probably there already. Otherwise you will start the conversation.

- By Odin, by Thor ! Use your brain !!!

Chapter III

Awesome Starships Battles II

III.1   The vengeance's Return

Do you want to create something better than D08? The time has come to show what you are truly capable of..

Scream if you're happy.

III.2   General Instructions

- As the final rush of this `PHP` Bootcamp, you are naturally allowed to use everything you want to do `PHP` web programming. The server's side must be in `PHP`.

- This is a `PHP` project. Don't give us `Python`, `Ruby` or anything else since you think you are allowed "everything". Not only, is it not funny it will also be worth `0`.

- Your program needs to work on `Chrome` with the version installed on the iMacs.

- Your game must be beautiful. With all the libraries available to you, a minimum of dynamism is required!

- The one or multiple url of your application are up to you.

- No matter which technology you choose, it is your responsibility that during your defence everything required is available on your repository and on your computer and you will not be allowed to push or install `30Gb` of framework.

- Only one unique Class per file.

- One file that contains the definition of a class cannot contain any other, except for `require` or `require_once` if necessary.

- A file containing a class must **ALWAYS** be named `ClassName.class.php`.

- A class must **ALWAYS** be accompanied by a documentation file whose name **MUST** be `ClassName.doc.txt`. It's still not a copy/paste error.

- A Class documentation must **ALWAYS** be useful and match the implementation. Rest assured that this point will be checked during peee2peer correction !

- The Class must **ALWAYS** have a static method called `doc` that returns the documentation of the class in a string.

- An attribute or public method that wasn't needed will result in you being graded `0` for the day. Be clever with the visibility and prove that you know how to use it.

- If we cannot say that one of your child Classes "is a" parent Class in an (`extends`) inheritance, your concept is wrong. You will then be graded `0` for the day. Be meticulous.

- This is more an advice than a recommendation: big and incomplete is bad. Small and complete is better.

III.3   The subject

- Get back to the day08's subject for the rules. Implement them meticulously, the grading will be based upon those.

- The ships must have enough space to maneuver. Keep in mind that on a 150x100 cells map a basic vessel should have a size of 1x4 cells and not one more. A vessel of 3x10 cells is an absolutely colossal ship in a fleet.

- A game will always be more interesting with a handful of obstacles of average size rather than a multitude of small ones. The ships must have the room to maneuver, take them from the back, etc.

- The weapons described in D08 must exist in the game.

- The gamers must be able to create an account and log in to play. Their profile will contain all the usual profile information as well as combat performance.

- There must be a lobby where players can chat and create games the other players can join in.

- Players must be ranked.

- Games must have a melee mode or by team. A game cannot host more than 4 players.

- There are no limits to the number of games than can happen simultaneously think `Battlenet`).

- Each side must be easy to identify in the game arena.

- When creating a game, one must be able to select a fleet "value". This value will be used by each player to select the ships he wishes to use amongst the vessels available for the faction he chose.

- 500 points represent a small fleet. 1500 points an average one and 3000 is a gigantic war armada.

- Therefore, each ship must have a value in points that represents its efficiency.

- A fleet must always belong to a single unique faction. You game must propose at least 3 factions owning each at least 3 ships.

- We will also greatly appreciate the presence of scripted games and campaigns recreating famous battles with legendary spaceships. This will be a bonus.

- We might organize a tournament in the weeks to come using some of the best games of the cohort. If you want your game to be selected, you will need to make us try it in the days that will follow defense. We'll then select one or more to start a tournament.

- Have a blast! For the Emperor!