Daybreak - Readme

This folder contains:
- A final running build of the game (requires Java to be installed)
- The source code
    - Please open in Eclipse if you want to build the project from there
    - The code uses processing libraries so it probably won't work elsewhere
- Other evidence of progress
    - 3 Builds, one at the beginning, one near the middle, and one near the end
    - Other builds can be found here (must be signed in)

Other important info:
- You can make your own maps for the game by going to this link, making your own copy of the spreadsheet, and exporting as a TSV, which can then replace the "Prometheus Archipelago.tsv" file in the game's data folder.
- The game does tend to slow down on older hardware, so it will probably not run smoothly on the school computers.
- Not a lot of comments on this one, but most of the code should be clear

The Gist of the Game:
- On a 50 by 50 map, 2 to 8 players compete in a turn based game to see who will be the last one standing.
- Each player begins with a small area discovered to them
- They can place units anywhere in this area
- Their discovered territory is expanded upon units moving

- Units are purchased from the store using funds
- Units are interacted with by switching to "action mode"
    - clicking on a unit will reveal movement and attack indicators (if within range)
- Additionally, all purchases and actions consume "actions", which are limited each turn (both funds and actions per turn increase as the game progresses)
- Arrow keys or mouse drag to pan camera, A/D or scrollwheel to zoom

Daybreak - Planning

Story Premise

- "Make it "daybreak" - set 63 years after the events of dawn of Dominion"
- Gliese 581c has been long since been liberated by the <name of union TBD>
- However, much of the territory of the defeated races has yet to be populated.
    - No one knows who or what is still lurking in the unknown, potentially new species

Essential Gameplay:

- Open world style exploration and combat game, with randomly generated terrain and maps up to 1000 by 1000 wide
- Based on a cell map with units
- Each unit has properties, and its own inventory
- Players start each game by placing down units and moving them to explore
    - Units such as bases are immobile.. etc
    - Each unit will be 1 square only, none of the multi square stuff from last year
- Units have their own inventories, stats and abilities
    - Upgrades (and units) are purchased from a shop
- Each player has turns, in which they can interact with all of their units exactly once (much like Polytopia)
    - Ex. moving, attacking
- The game ends when one player remains on the map
- Potential extension: AI player
    - Maybe a bit too hard to code

- Using processing Libraries

Music:

- Title Screen:
    - https://www.youtube.com/watch?v=z8h6BH-AWDg
    - https://www.youtube.com/watch?v=u1Ui9LORSd4 (1:40 start)
    - https://www.youtube.com/watch?v=F2YPXqB9RH8
- Gameplay
    - https://www.youtube.com/watch?v=u1Ui9LORSd4 (entire track)
    - https://www.youtube.com/watch?v=F2YPXqB9RH8

Changelog:

Alpha dev 1.0, April 17/18 - objects created - images imported - mouse over and clicking implementation - form created
Alpha dev 1.1, April 19 - migration to list system - component superclass
Alpha dev 1.2, April 20 - Arraylist system - Coordinate identifier - Shop introduced
Alpha dev 1.3, May xx - Placing units - Camera control prototype - TBD: flesh out superdraw
Alpha dev 1.4, May 10-11 - Big cleanup of code - CAMERA SCROLLING - Unit movement - Unit state selection
Alpha dev 1.5, May 21 - Unit interaction (A LOT OF WORK NEEDED TO BE DONE FOR THIS STEP) - Code revamp in many places to make it work - Usage of an Occupant class

Demonstration of course knowledge:
- Classes
- Methods
- Arrays (2D)
- Loops
- Also the ISU stuff