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Milestone 1:

Add a menu to window

Add buttons to menu

Make adjustments to the menu so alignment is according to diagram

Make quit button work

Add 8 Tiles on left and 8 Tiles of the right

Add a grid in the center

Set title to group name

Change background color

Milestone 2:

Use 'click and place' method to make Tiles move

Add a number to the Tiles on the sides of the board

Have a space between Tiles in the "holding area"

Have an empty placeholder when Tile is moved from "holding area"

Tiles should completely cover grid cells

Milestone 3:

Correct feedback:

Spelling

Comments

Layout padding

Tile size

Create HomeTile and GameTile classes that extend Tile

Update the way tile generations occur

Change the way tiles move but physically moving the location instead of changing properties

Read file into byte array and convert for coordinates

Draw lines to tiles

Future Work:

Clean the file reading code!

Fix the weird bug when moving tile 0 to grid position 0

Consider where to put the maze check

Milestone 4:

Randomize tile placement in game start

No more than 4 tiles will be initially displayed with 0-degree rotation

All other tiles will be rotated 90, 180 or 270 degrees including at minimum one of each rotation degree

Give the player the ability to rotate tiles:

Initiated by a right click on the tile

Rotates 90 degrees clockwise

Rotation must work anywhere the tile is

Must keep rotation until rotated again

Reset button must account for initial rotation specifications

New Game will create a new initial layout

Future Work:

Unique color theme

scaling does not work on all systems

More extensive bug fixing

potluck meeting?

Milestone 5:

Begin by fixing previous errors:

1. Tile color should flash on invalid move, not background color
2. Spacing between tiles sets on the left and right sides needs to be increased
3. Should be able to deselect tiles by clicking on them and rotate tiles without selecting them

The New Game button should be removed. This will be replaced with a File button. Clicking File will provide the user with a dropdown menu. The dropdown menu will contain two options: Load and Save. Clicking either button will bring up a file explorer so that you can choose a file.

When Load is clicked, choosing a file will load the file. The program will or won’t randomize the tiles depending upon the initial four bytes. The user should be asked if they want to save the current game they have open.

When Save is clicked, choosing a file will save the current game to that file. The file can be any name, extension, and location. The file will contain the appropriate four bytes (to signify it was played) and all of the current tile data as-is.

Future work:

* Redo the ReadMaze function
* Cleanup how tiles are created and managed
* Make the entirety of the code more elegant
* Fix some minor visual issues that we’re not entirely happy with