**Details/Discussion of each task and to-do-list**

**Force Ability**

**Ben and Luke have the ability to use the Force.**

* Both Ben and Luke can use mind-controlling power

**People with a little bit of Force ability can resist Jedi mind control powers**

* If that person have a little bit of Force ability, for example >= 1 then that person can resist mind controlling.
* Force ability >= 1 → Resist
* Force ability = 0 → Being mind-controlled

**A person with lot of force ability, for eg: more than 80? Can use mind controlling on a weak minded person.**

* We have to check whether that person is allowed to use mind controlling on a person.
* If yes, option open → put in commands
* If no, option close → Don’t put in commands

**Mind controlling - force them to move on their next turn in the force-user’s choice.**

* Once you use the option to mind control another person, restrict the opponent’s movement.
* Show commands of where your opponent’s next possible movement.
* Move them according to the position you want.

What to do?

* We can initialize everyone with a Force Ability of 0
* Each person have a distinct amount of Force Ability
* A person with Force ability
  + “Resistance” = Resistance to Jedi Mind Tricks
  + “Mind-control” = Able to use mind-control power
  + = 0, boolean “resistance”, False & boolean mind-control, False
  + >=1, boolean “resistance”, True & boolean mind-control, True
  + >=80, / boolean mind-control, True
* If boolean mind-control is True,
  + If command = use mind control on someone,
    - Show commands of opponent’s next possible movements
    - Control and use it instead of letting it randomize
  + Duration of mind-control is 1

To-find-out

* Can we use it on anyone? Including your own teammates?
* How do you give the user the possible moves of the person being mind controlled

**Lightsabers**

**Anybody can pick a lightsaber up**

* So lightsaber can only be picked up like any other entities on the map

**People with a lot of Force ability can wield one and use it as weapon.**

* As seen from previous tasks, people with a lot of Force ability like on a value like let’s say 80.
* Only then that person can use it to attack other people.
* Forbid command option of using lightsaber with not a lot Force ability < 80.

What to do?

* Lightsaber have affordance of being taken and leave/drop
* The lightsaber could not be use as a weapon then holder cannot use to attack opponents.
* If the Force ability of a person is a lot, then unlock/ activate the capability and its affordance of attacking other people.

**Ben Kenobi**

**Ben can train Luke.**

* When Luke meets Ben, give option to player to ask Ben to train Luke.
* Ben can only train Luke and no one else.

**Training Luke raise Luke’s force ability, til he can wield a lightsaber.**

* So we can raise Luke when being trained by like 10 or 20?
* After being trained, give it a cooldown, so player can’t spam it.
* When Force ability of Luke reach >= 80, Taining = False, cannot train Luke.

What to do?

* Show commands on Ben provides Training.
* Inside, check whether the cooldown has reach 0
  + Taining in a boolean form
  + If yes, Ben can start training Luke right away.
    - Increase Force ability of Luke by 20 for speeding things up
    - Training will go into a cooldown phase of 5
  + If no, Ben will not train Luke and perform his usual patrol
* If Force Ability reach is max cap, eg: 100, Training could not be done.
  + Refrain from putting the option into the command

**Droids**

**Droids can’t use the Force.**

* Even though they can’t use force that does not mean they have a Force ability = 0
* They can’t be controlled by Any Jedis with a lot of Force ability.

**Droids have owners.**

* If it have owners, others can’t own it
* We want to initialize all of the characters to have already own a droid. Including Luke himself.
* So at the start Luke owned a droid and

**Droids follow their owners if they are able to do so.**

* Up to our own implementation to either let droids follow owners or not.
* We want to implement where if the Droid is owned by this particular owner
  + The droid will move to the owner’s last position.
  + Droids[next Position] == Owner’s [last position]
  + The next position of droid is randomized of the Owner’s last position
    - For example: owner’s current position is at [4,1]
    - Droid’s current position is [4,2]
    - Owner move to [4,0]
    - Droid move to [4,1]
    - If is diagonal increase/decrease both number by 1
      * For example if owner [**4, 1**] , Droid [**3, 2**]
      * Since both its latitude and longitude is different
      * It means is diagonal and move diagonal way by 1.
    - While randoming, if the Owner move to North, the Droid too will move to North, but a random of (North/ NorthWest/ NorthEast)
* If the owner is dead where HP <= 0, disowned droid.
  + Disowned droid is left wandering around. But no one can own him.

**Droids lose health when they try to move in Badlands.**

* When Location’s Symbol is “b” , which is entering Badlands area
* Health is taken damage and is decreased by 10.

**Droids regain health if they use oil, or if somebody else uses oil on them.**

* We want to implement where if the droids meet an oilcan, they will straight use it like an oil station.
* Another way is somehow when you owned a droid, you will have to hold an oil can to heal your own droid.
* Regain health by like 50 of it’s current hp.
* If their health is full, they can’t use it to increase their health.

**Droids don’t die, but they become immobile when their health runs out.**

* Health <= 0, position remained
* Droids cannot be dead, only immobile.
  + Switching a boolean where it is True or False for Mobility.
* So we are doing it where droids’ health could not go lower than 0

**Immobile droids can be disassembled into droid parts.**

* We would like to call the parts as one new entity called “p”
* Player can pick up this item

**Some people know how to repair immobile droids.**

* A boolean function of whether this person/player can repair immobile droids is used.
* If it could repair, boolean is True
* If it could not repair, boolean is False

**Immobile droids can be repaired by using droid parts on them, which uses up the droid parts.**

* Parts is required “p”
* When parts are used on a single droid, all parts are gone from your hand
* Droids regain full health
* Follow its previous behaviour.
* Following back it’s owner
* Can attack at it is

What to do?

* Don’t link Droids to Force Ability.
  + Being mind controlled requires the person to have a valid Force Ability integer
* Set Droids to have an owner
* Act()
  + For Moving - Set is mobility to False or True to check whether it is immobile or not.
  + If Immobile,
    - Attack, and all actions are restricted
* Follow method is needed to make Droids to move to its Owner.
* Repair method need to be done to repair the droid to its full health
* Dissemble method is needed to be included to dissemble droid to parts, ‘p’.
* For parts a class is needed to return the droids entity symbol from ‘D’ to ‘p’.

**Healing**

**Drinking from a canteen should heal the drinker a little bit.**

* Refill canteen in the Reservoir, water.
* Drinker receives health by 20 if they use it.
* Deplete capacity by half
* Unlimited Healing

**Droids regain health if they use an oil can or somebody uses on them.**

* Only droids can use the oil can.
* Only people can use the canteen.
* Using an oil can on a droid, heals them 50 hp
* Deplete oil can, by 10 of initial value. To allow them to be reuse.
* Oil Can cannot be refilled

What to do?

* A class is needed to allow other actors to heal according to the calue of healng of that particular entity.

**Work Breakdown Agreement**

The details of the task is in the pages above.

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| --- | --- | --- | --- | --- |
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| **Task:** | 5/05/2017 | LightSabers | Droids | Force Ability |
|  |  |  |
| 5/05/2017 | Ben Kenobi |
|  |
| 7/05/2017 | Healing |
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