COMP2511 – Planning documentation

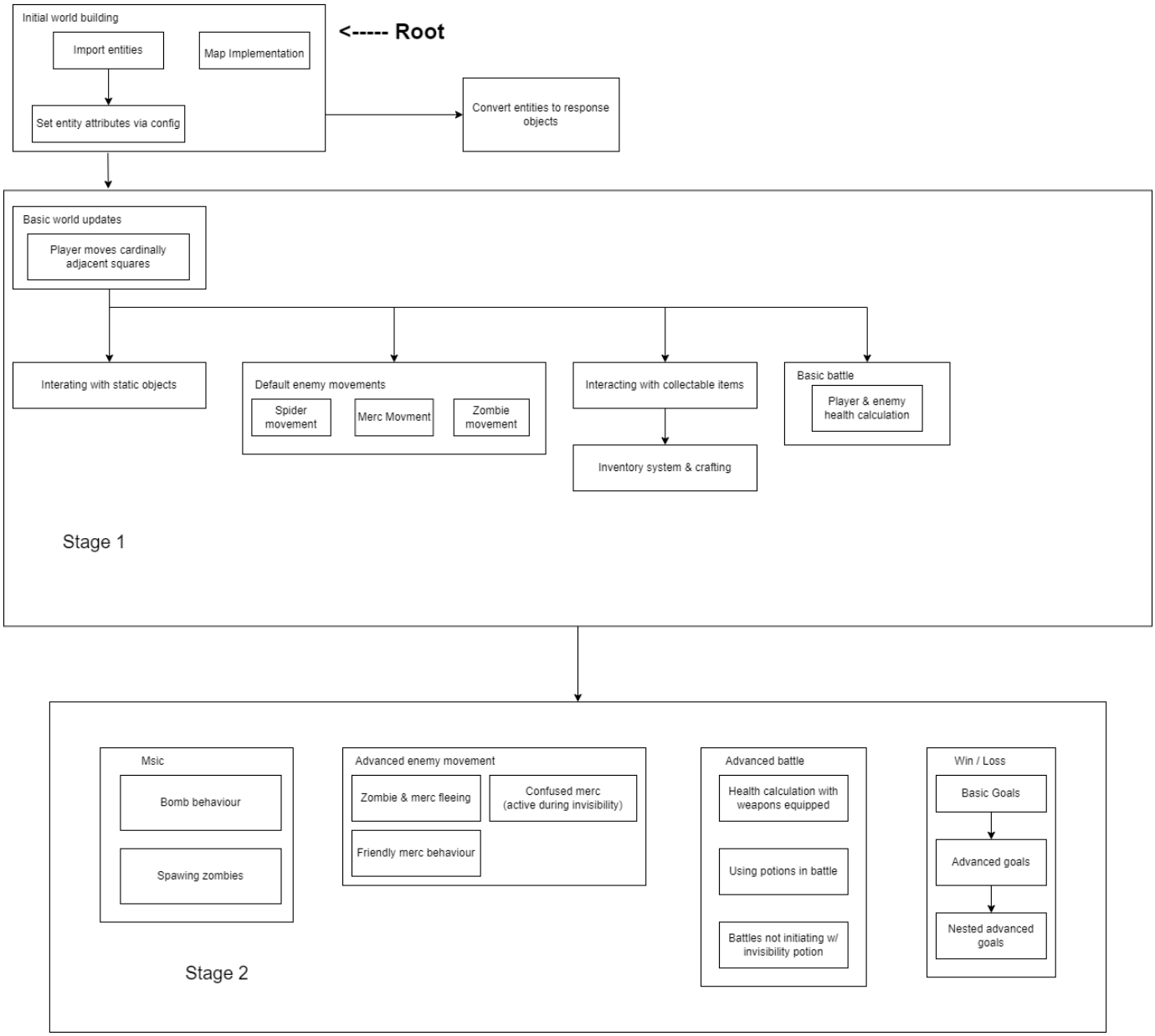
1. Rough sketch of tasks

- Setup
    - File Creation
    - Function Stubbing
    - World Building
        - Config parsing
        - Map implementation
- Stage 1
    - Player
        - Player movement & interactions
        - Player inventory
            - Collecting items
            - Dropping items
            - Crafting items
    - Characters
        - Character movement
            - Spider (circular movement)
            - Hostile merc (seeker movement)
            - Zombie toast (confused movement)
        - Basic battle behaviour
            - Health calculation
            - Logging battles and rounds
    - Implementation of interactable entities
        - Entities interacted directly by player
            - Door
            - Portal
            - Boulder
            - Exit
        - Entities interacted indirectly by player
            - Switch
- Stage 2
    - Character & interactable
        - Spawning zombie toast & spiders
        - Bribery
        - Destruction of zombie toast spawner
        - Bomb explosion
        - Mercenary gets confused when player uses invisible potion
        - Zombie toast & Mercenary fleeing when player uses invincible potion
    - Battles
        - Health calculation when using weapon
        - Behaviours when using potions
    - Win Strat
        - Determines completion of dungeon

Note: Stage 1 and 2 is a way for our team to split up the milestone into smaller subsets for easier management.

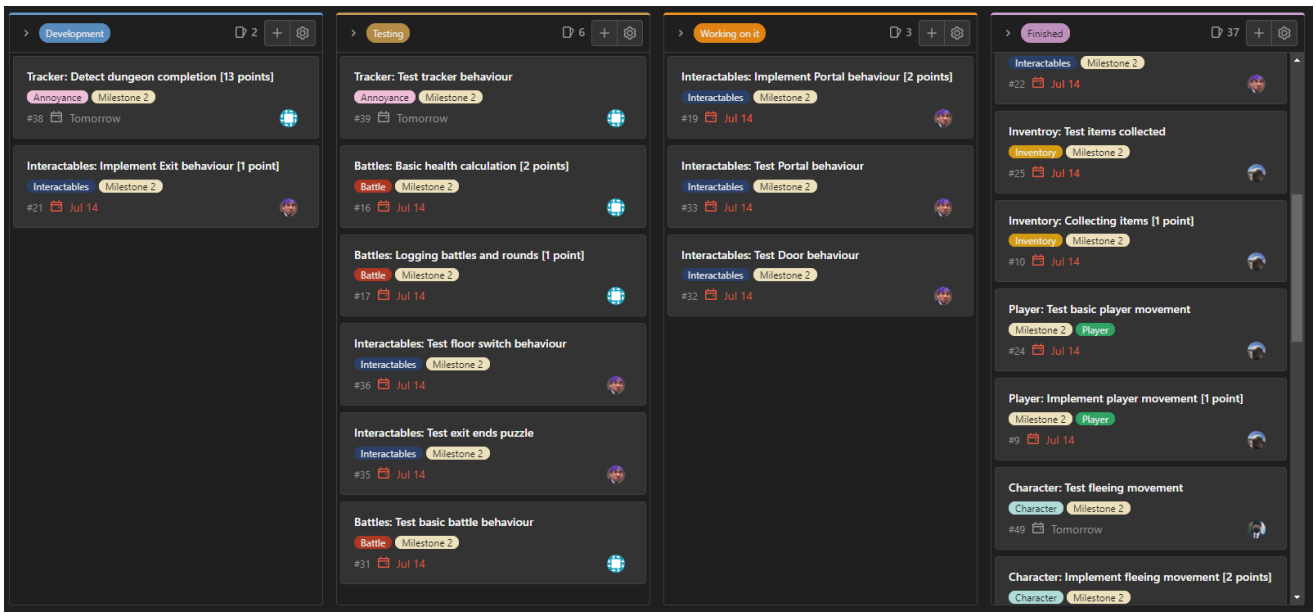
2. Task dependency graph

Note: The dependency graph will not be too detailed as we do not want the development process to be too restrictive and waterfall-like.



3. Actual tasks

- Refer to our group's task board
- General outline:
    - Tasks are divided based on task type, development type and progress
        - Task types:
            - Tracker
            - Interactable
            - Battles
            - Player
            - Character
            - Inventory
        - Development types:
            - Development
            - Testing
        - Progress
            - Working on it
            - Finished
    - Where each member of the team would move tasks to different list based on their current progress
    - Example:

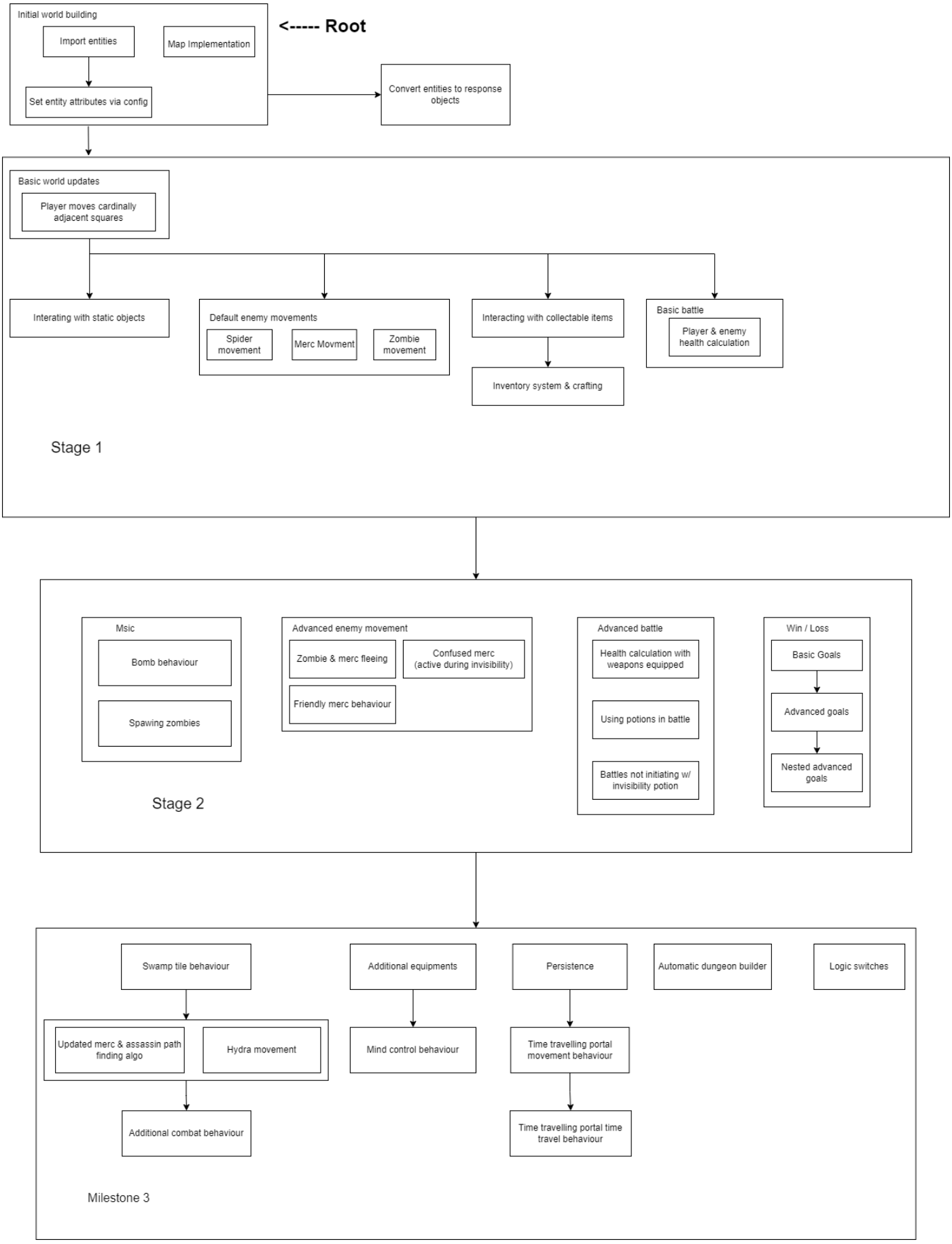


4. Updates for milestone 3

4.1. Rough sketch of tasks

- Character movements & behaviours:
    - Dijkstra's algorithm for path finding
    - Hydra movement
    - Mind control behaviour
- Additional combat behaviours
    - Hydra health regen
    - Assassin combat
    - Using midnight armour
- Inventory & equipment
    - Crafting sceptre
    - Crafing midnight armour
    - Using sun stone
- Statics
    - Swamp tiles
    - Time travelling portal (only enter & exiting behaviour)
- Persistence & time travel
    - Save & load
    - Time turner
    - Time travelling portal (time travel behaviour)
- Automatic dungeon builder
    - Building dungeon maze with prims algo
- Logic switches:
    - Light bulb
    - Wire
    - Switch door

4.2. Updated Dependency Graph



Note: For actual tasks, please refer to our GitLab task board