

Change Log

Requirement ID	DESC	ASSIGN	COMPLETE/COMMENTS	Test ID
FR_CONTROLS	The fire engine will be moved with 'wasd' only.	Marcel		WASD_Move
FR_COLLISION	The fire engines will not be able to drive through the fortresses	Ahmed		Truck_Collision
FR_FORTRESS FDAMAGE	As the game progresses, the fortresses will increase in strength linearly 0.05 units of damage/second	Marcel		
FR_SHOOT/FR_ETSHOOT	Bullet speed increased 0.02	Marcel		
FR_FIRETRUCKS	Add new Fire engines	Marcel		Truck_render

	- High health/damage - Speed			
ET_PATROLS	Add ET patrol	Rian		
ET_FORT	Add 3 additional forts to the game	Marcel		
MINIGAME GUI		Ahmed		
MINIGAME FUNCTIONALITY		Ahmed		
WEBSITE_FIX		Marcel		
BOUNCING REVERSE	When moving backwards, truck thinks there's a wall behind, so keeps bouncing	Rian	Truck was being set to speedLimit when exceeding speed limit, truck now checks the correct speed	
UNSTOPPABLE FORCES	Moving truck to wall, rotating 180 (so back of truck facing wall), can't move forwards or backwards		Truck now checks the center pixel (this may cause additional bugs if it's possible to get the center pixel into a wall)	
FIX FIRETRUCK	Update sprite	Marcel	Added new truck	

SPRITE			sprites with diff colors	
FIX FORTRESS SPRITE	RN, truck bullet must hit the center of the fort. If not, it doesn't work. Make hitbox more obvious or increase size.	Rian		
RETURN MAIN SCREEN	Return to main screen after game win or lost	-	Not mentioned in specs	
ROTATE TRUCK SPEED	Make truck's rotation depending on speed of truck	Rian		
DISABLE WINDOW RESIZE	Either disable window resize or solve background resize problem	Rian		
DISABLE FRIENDLY FIRE	Trucks are able to kill other trucks, and I think forts can destroy themselves	Rian		
TRUCK SHOOTING	Trucks can currently only shoot	Rian		

	forwards, this makes it incredibly difficult to shoot and dodge			
MOUSE SHOOTING ON EDGES	Same problem as in Assess.2. Shooting direction not working on map edges where map stays still	Rian		
BULLET SPEED	RN, bullets' speed depends on truck's speed. We should make speed constant.	-	Bullet speeds are now preset, this is due to complicated maths involved in calculating the actual velocity of the bullet	
DIFF FORT ATTACKS	Give each fort a diff type of attack	Marcel	Done but not sure about random attacks.	
FORT + TRUCK DIFF DMG	RN, truck & fort have same attack dmg	Rian		
TRUCK ARRAYLIST DEATHS	Goes to next truck when dies	Marcel	Checks for next alive truck in listTruck	

WIDER BRIDGES	Bridges are really annoying to cross	Marcel		
CHANGE TRUCKS	Change it so you can only change trucks in the fire station	Rian		
CHANGE TRUCKS	Remove possibility of changing to dead truck	Marcel		
MAIN SCREEN TUTORIAL	The tutorial on the main screen has been updated to represent the actual controls	Marcel		
ADDED TIMER	Added 1 second timer for win/lose screen and change truck to make game smoother	Marcel		
TRUCK COLOR	Changed truck color to original if water>0. Before was if water=maxWater	Marcel		
TRUCK SPEED	Made truck speed code more efficient	Marcel		

	and removed warnings			
CAM TRUCK	Truck now stops when entering camera truck	Marcel		
FORT GUI	Health bar on top of fort to show its health	Marcel		
FIRETRUCK CANNON	Impl. cannon on top of the truck. Image already created	-	NOT BEING IMPLEMENTED	
MAKE GAME HARDER	Reduce truck range. Increase fort range etc.	-		
ADD TRUCKS TO LIST	Trucks should show on the trucks list on the bottom left	-		
FIX TRUCK UI	Currently UI is rendered relative to their presets for the truck, this means water and health do not display correctly			

FIRESTATION DESTROYED	FireStation becomes unusable 5 minutes into the game via colour change.	Marcel		
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