

## Project 2 To-Do List - CSCI 1300

### Week 1 (Now-April 11): Skeleton & Planning Phase

Shared:

- Finalize game theme and customizations
- Plan board tile types, number of tiles, and tile effects
- Sketch out class design and game flow

### Person A Tasks (Player & Tile Classes)

1. Player Class:

- Data members: name, age, strength, stamina, wisdom, pridePoints, advisor, pathType, position
- Member functions: getters/setters, updateStats(), convertTraitsToPoints(), chooseAdvisor()

2. Tile Struct:

- Data members: type, color, event trigger, effect, pathType constraint

3. Characters Parser:

- Read characters.txt, remove selected characters

4. File I/O Setup:

- Begin reading characters.txt, riddles.txt, random\_events.txt

### Person B Tasks (Board & Game Classes)

1. Board Class:

- Data members: vector of Tiles, start/end index
- Member functions: initBoard(), displayBoard(), updatePlayerPos()

2. Game Class:

- Data members: Board object, vector of Players, turn number
- Member functions: startGame(), mainMenu(), playerTurn(), endGame()

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### 3. Tile Randomizer:

- Randomized tile assignment and path-specific logic

## **Week 2 (April 12-18): Core Implementation & Integration**

### Shared:

- Integrate Player, Board, and Game
- Implement Main Menu
- Debug player movement and stat updates

### Person A:

- Random event trigger logic on green tiles
- Advisor protection implementation
- Trait-to-pride point conversion

### Person B:

- Special tile behaviors (Counseling, Oasis, etc.)
- Advisor selection logic
- Spinner (random number generator)

## **Week 3 (April 19-25): Game Logic Polish & Sorting**

### Person A:

- Riddle challenges from riddles.txt
- Reward Wisdom points
- Nested menu options

### Person B:

- Sorting algorithm for leaderboard
- Customization: unique tile per path

## **Week 4 (April 26-30): Final Touches, Testing, and Submission**

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Shared:

- Polish UI
- Final gameplay tests
- Fix bugs and crashes
- Document and comment code

Person A:

- Write stats to file
- Input validation

Person B:

- Final screen and leaderboard
- Extra credit features

### Final Deliverables

- Submit .h and .cpp files zipped on Canvas
- Submit 1-2 page report as PDF
- Sign up for interview slot
- Optional: Present during recitation for extra credit