

AdvPT Project

Group 11

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The Final Solution

Language	files	blank	comment	code
C++	34	399	316	2928
C/C++ Header	34	176	6	662
CMake	1	9	7	93
Bourne Shell	3	5	0	14
DOS Batch	3	0	0	6
SUM:	75	589	329	3703

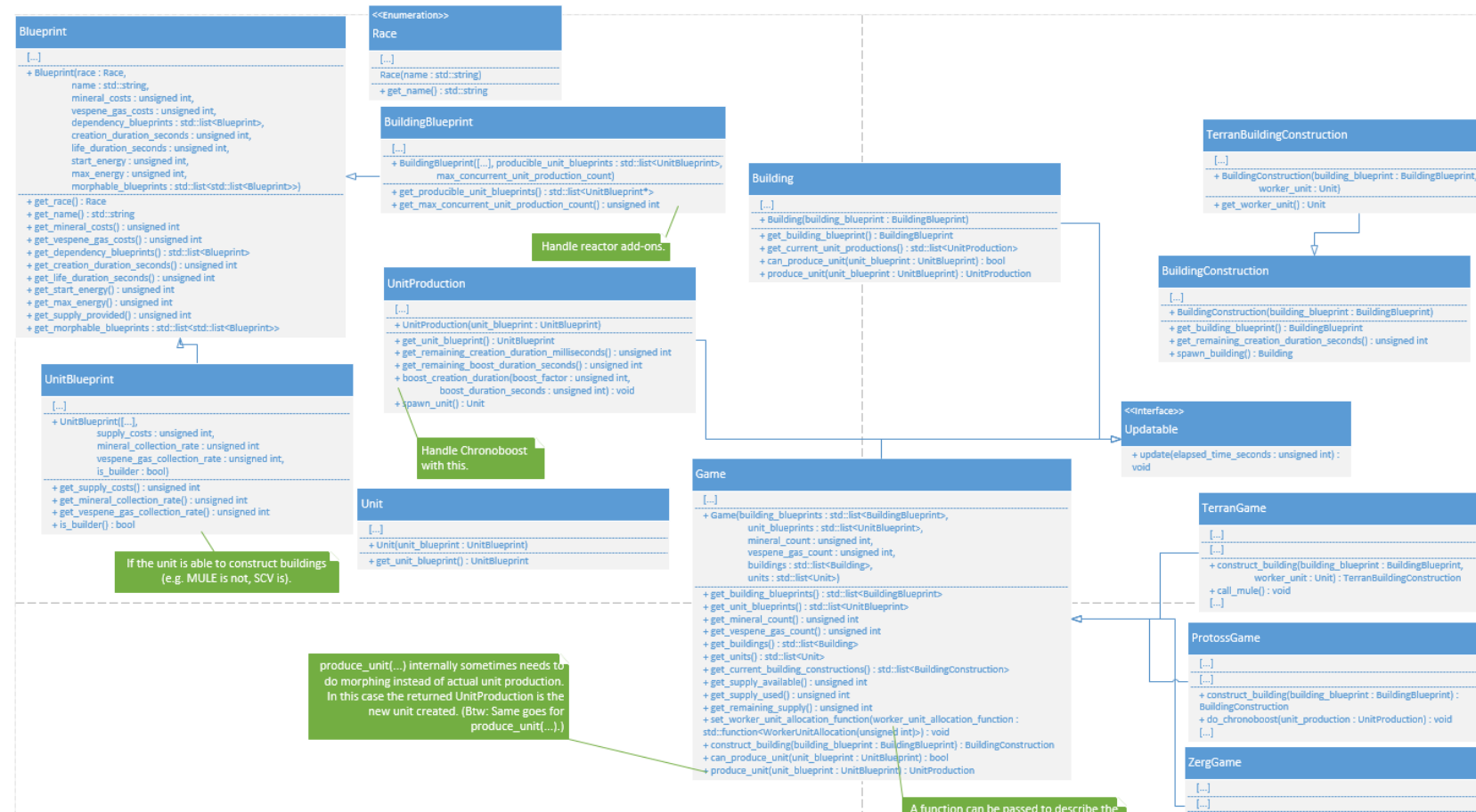
The First Few Days

 Showing **1 changed file** with **2,422 additions** and **21 deletions**.

2,443  src/main.cpp

2,422 additions, 21 deletions not shown

A Better Approach



A Better Approach

 blueprint.h

 terran_building_construction.h

 building_construction_event.h

 building.h

 terran_game.h

 building_construction_finish_event.h


 building_blueprint.h

 unit.h

 building_construction_start_event.h

 building_construction.h

 unit_blueprint.h

 chronoboost_event.h

 energetic.h

 unit_production.h

 event.h

 game.h


 updatable.h

 larva_injection_event.h


 identifiable.h

 worker_unit_allocation.h

 mule_event.h

 mortal.h

 zerg_game.h

 special_ability_event.h

 protoss_game.h

 unit_production_event.h

 race.h

 unit_production_finish_event.h

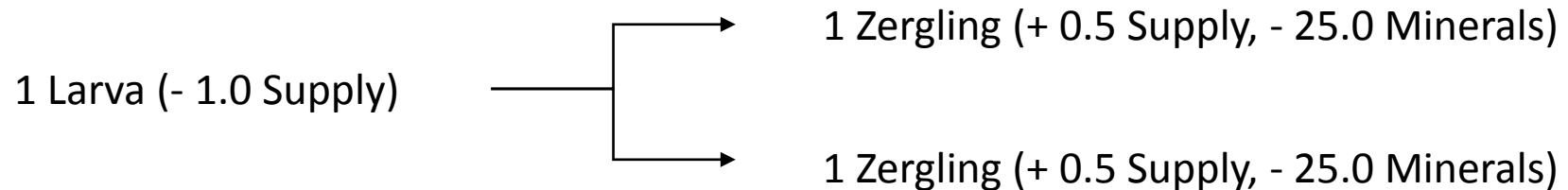
 unit_production_start_event.h

Everything Is Configurable

```
class Blueprint {  
public:  
    Blueprint(const Race& race,  
              const std::string& name,  
              unsigned int mineral_costs,  
              unsigned int vespene_gas_costs,  
              const std::list<std::reference_wrapper<const Blueprint>>& dependency_blueprints,  
              unsigned int creation_duration_seconds,  
              unsigned int life_duration_seconds,  
              unsigned int start_energy,  
              unsigned int max_energy,  
              unsigned int supply_provided);
```

Everything Is Configurable

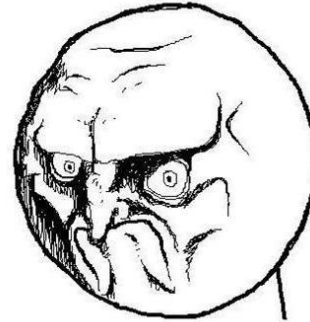
```
unsigned int supply_provided,  
const std::list<std::list<std::reference_wrapper<const Blueprint>>>& morphable_blueprints,  
unsigned int supply_costs,  
unsigned int mineral_collection_rate,
```



But Does It Work?

116	117 0	9 0	10 / 18	build-end: {"name": "spawning_pool", "type": "build-end"} build-start: {"name": "zergling", "type": "build-start"}
117	73 0	9 0	11 / 18	build-start: {"name": "zergling", "type": "build-start"}
118	30 0	9 0	12 / 18	build-start: {"name": "zergling", "type": "build-start"}
138	6 0	9 0	14 / 18	build-start: {"name": "queen", "type": "build-start"}
140	18 0	9 0	14 / 18	build-end: {"name": "zergling", "type": "build-end"}

↓ 1 Zergling
-50 Minerals



NO.

Overengineering

- What we did
 1. Solve the problem
 2. Create a better concept
 3. Solve the problem again
 4. Disagree with the sample solution
- What we should have done
 1. Look at the sample solution
 2. Solve the concept
 3. Profit ✓

The End

