Specification Requirement Rubric

The following explain where the GladOS project is at in terms of the specification requirements. This isn't a complete guarantee of every single item in the spec, though it should be relatively accurate.

1. Theme **Yes**
2. UI controllable by mouse and keyboard **Yes**
3. The global clock **Yes**
4. The wall clock **Yes**
5. Ability to load in a world **Yes**
6. Maps **Yes**
7. Portals **Yes**
    a. Maps form an SSC **Yes**
8. A world with five maps **Yes**
9. Terrain Types **Yes - all**
    a. Plains
    b. Desert
    c. Forest
    d. Mountain
    e. Swamp
10. Move Cost for each terrain type **Yes**
11. Terrain can hold: **Yes- all**
    a. Arbitrary amount of Moolah
    b. Arbitrary amount of Swag
    c. 1 being
12. Player picks up Swag and Moolah when moving unto a cell **Yes**
13. 3 PC classes **Yes - all**
    a. Follow the Specs initial stats
    b. Follow the Specs initial HP, MP, and Swag
14. PC attributes **Yes – all**
    a. Name
    b. Gender
    c. Encumberance
    d. Swag
    e. Moolah
    f. Hit points
    g. Magic points
    h. Experience points
    i. Level
15. Leveling
    a. Follows the specs requirements **YES**
    b. New spell acquisition **NO**
16. HP and MP regeneration **NO**
17. Command interface **Yes - all**
    a. Prep time
    b. Execute time

     c. Reset time
     d. Correct timing and scheduling

18. Commands   **Yes - all**
     a. Move
     b. Defend
     c. Cast
     d. Attack
     e. Drop
     f. Buy
     g. Sell
     h. Talk   **This is implemented but it is strictly client side**

19. Following specs on what is illegal for the UI
     a. It is illegal to cast or attack any npc   **Yes**
     b. It is illegal to move into a cell not adjacent   **Yes**
     c. It is illegal for a PC to attack a cell not adjacent   **Yes**
     d. It is illegal for a PC to move into a cell occupied by another being **YES**

20. Spells
     a. Zot   **Yes**
     b. Zorch   **Yes**
     c. Open   **Yes**
     d. GoodDrugs   **Yes**
     e. GreatDrugs   **Yes**
     f. IFeelMuchBetterNow   **~**
     g. Fly   **No**
     h. FlameThrower   **~**
     i. ArmageddonAndThenSome   **~**
     j. Additional spells   **No**

21. Combat
     a. Follow specs definition of Defense value   **Yes**
     b. Follow specs definition of Attack value   **Yes**
     c. Defeat   **Yes**
         i. Drop Swag   **~**
         ii. Drop Moolah   **~**
        iii. Removed from map   **NO**
     d. Player vs. player combat   **Yes**

22. Monsters and intelligence
     a. Support same stats as PC   **Yes**
     b. Have HP and MP   **Yes**
     c. 5 different types of monsters   **~**
     d. Monster vision radius   **Yes**
     e. Shortest Path planning   **Yes**
     f. Give experience points when defeated   **Yes**
     g. Have moolah   **Yes**
     h. Have swag   **Yes**
     i. Support Move   **Yes**

      j.   Support Attack   **Yes**

23. Swag
    a.   Swag in spec follows specifications   **Yes**
    b.   10 Armor Swag   ~
    c.   10 Weapon Swag   **Yes**
    d.   Can buy Swag   **Yes**
    e.   Can sell Swag   **Yes**

24. Game End Condition   **NO**

25. Network
    a.   Single Server   **Yes**
    b.   Multiple client support   **Yes**
    c.   Proper synchronization   **Yes**

26. UI
    a.   Map Editor   **Yes**
    b.   Ability to load/store a World configuration   **Yes**
    c.   Ability to specify the name of a player   **Yes**
    d.   Ability to choose server address and port number   **Yes**
    e.   Ability to single step through the game state   **NO**
    f.   Visualization of the world near the PC
          i.   Displays Monsters   **Yes**
         ii.   Displays Terrain Type   **Yes**
       iii.   Displays Swag   **Yes**
       iv.   Displays Moolah   **Yes**
    g.   Ability to find the name of a player who owns a PC   **NO**
    h.   Current status of the PC
          i.   HP out of Max HP   **Yes**
         ii.   MP out of max MP   **Yes**
        iii.   Moolah   **Yes**
        iv.   All Swag for the PC   **Yes**
        v.   Encumberance   **Yes**
        vi.   Level   **Yes**
       vii.   Equiped Weapon   **Yes**
   viii.   Equiped Armor   **Yes**
        ix.   Intelligence   **Yes**
        x.   Speed   **Yes**
        xi.   Strength   **Yes**
        xii.   Name   **Yes**
    i.   Detail View of Player   **Yes**
    j.   Notification to all players when they enter or leave game **No**

27. Multithreading
    a.   Server is multithreaded   **Yes**
    b.   Server spawns no more than O(n) threads running for a game with n clients
    c.   Correct synchronization   **Yes**
    d.   Documentation   **Yes**

28. Music   **Yes**