Scoreboard documentatie

Dingen die we zichtbaar willen hebben op het highscore board:

-Rounds Survived/van aantal waves

-Aantal kills

-Rounds fired

-Time alive

Scoreboard gaat weergegeven worden als volgt in kolommen

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| name | Kills | Rounds survived | Time alive | Shots fired |
| Floris | 1337 | 15/15 | 3:24,32 | 24929 |
| Dimitri | 420 | 15/15 | 2:34,53 | 5433 |
| Santino | 1300 | 15/15 | 3:42.52 | 35132 |
| Henk | -2 | 0/15 | 0:15,42 | 2 |

Dingen die we zichtbaar willen hebben van score in game.

-Ronde

-Kills

Design:

Font is anders dan huisstijl vanwege de breedte

Font word:

[Lucida Console font.svg](https://en.wikipedia.org/wiki/File:Lucida_Console_font.svg)

Low priority favorite gun.

<http://xnaessentials.com/tutorials/highscores.aspx/tutorials/highscores.aspx>

https://www.3dbuzz.com/forum/threads/186775-DrumGame-Help-XNA4-removed-quot-StorageContainer-TitleLocation-quot

<http://robotfootgames.com/xna-tutorials/75-xna-menu-tutorial-multiple-columns>

http://www.gamedev.net/topic/517886-displaying-table-data-in-an-xna-game/