Project

|  |  |  |
| --- | --- | --- |
| **Classes** | **Methods** | **Description** |
| **User** | isAuthed() | Checks whether user is authed or not |
|  | isAdmin() | Checks whether user is admin or not |
|  | getBaseID() | Returns user’s base ID |
|  | register() | Makes new user |
|  | login() | Logging user in |
|  | logout() | Logging user out |
|  | setRole() | Sets user’s role *(admin, user, other)* |
|  | getRole() | Sets user’s role. *Alternate to isAdmin() if roles more than 2* |
| **Base** | structureList() | Returns list of builded structures |
|  | isActive() | Returns whether is base produce or been under attack |
|  | upgrade() | Upgrade base at one level up |
|  | produce() |  |
|  | getOwner() | Returns ID of base’s owner |
|  | makeStructure() |  |
|  | setTask() | Sets task for base |
|  | getTask() | Returns current task of base |
| **Building** | upgrade() | Upgrade building at one level up |
|  | setTask() | Sets task for building |
|  | getTask() | Returns current task of building |
|  | getType() | Returns type of building |
| **Squad** | getOwner() | Returns ID of squad’s owner |
|  | getUnits() | Returns list of units in that squad |
| **Kernel** | tick() | Call every second. *Alias of routine() function.* |
|  | setGlobalVar() | Sets global variables such as starting resources count |
|  | getGlobalVar() | Sets global variables |
|  | makeStats() | Making summary based of statistics of all players |
|  |  |  |
|  |  |  |
|  |  |  |

**Database tables:**

**User**: id, nickname, password, role, wins, loses

**Base**: id, name,owner, [resources], [units], coordX, coordY, level, isActive

**Building**: id, type, level, baseid, currentTask, finishTime

**Squad**: id, owner, moveFrom, moveTo, startTime, finishTime, [units], [shipments]

**Routine loop**:

* Executing every second (*mb 2 or 3 seconds due to optimizing*)
* Adding resources to every base
* Looking for battles
* Proceed battles
* Reassign tasks
* Producing units

Game Setting

**Structures**:

|  |  |
| --- | --- |
| Energy station | Making energy as resource |
| \*name\* | Making credits as resource |
| \*name\* | Making units |
| \*name\* | Sets current population limits of base |

**Units**:

|  |  |
| --- | --- |
| Drone | Weak unit |
| \*name\* | Normal unit |
| Warship | Strong unit |

**Resources**:

* Credits
* Energy
* *Population limit of base*

**Base’s level**:

* Raising defence power of base
* Raising resources limits of base

**Level-based formula of price** *(starts with level 2):*

Price at current level = (base price) \* 1.05 + (0.96)level

UI

Here goes some UI looks