The Logger feature

The Logger feature was advertised as a “Might-have” in the Requirements document. The purpose of this feature was to log events in the game and display it to the players who can witness the events. Although the Logger component has been implemented as well as integrated with the Board, there still exist minor bugs in the classes, such as the displayShooting() method in Logger.java.

The displayShooting() method in Logger.java throws an Index out of Bounds exception, when called. Also, the hexagonal coordinate positions of the pieces are not always correct, and need to be fixed.

Furthermore, the logger component has not yet been integrated with the Display component. It was planned that the logger would have its own window at the bottom left of the game screen, with events displayed for the player team in the hot-seat that the player’s pieces should have seen, based on their range.