

Project 5 Deliverables

Planet Colony Game

Status Summary:

Tyler Paik: Worked on menu, save files and link with observer, making planet-colony resource transmission and buildings, shop, tools

Joseph Davis: Worked on colonist and planet instantiation, observer creation, testing, set up inventory.

Very little has changed from our original plan. We don't want to sacrifice game content, so that is our first priority. The actual visuals of the game can be implemented in simpler and more difficult ways, so we plan on focusing more on that next week. We decided to create different jobs for the colonists.

So far, we have used strategy, decorator, factory, and observer patterns.

Strategy patterns have been used for the tools to allow for different results performing the same actions depending on which tool is used, and for jobs to allow different colonists to do different things.

Decorator patterns have been used to apply status effects to the colonists and the colony. This way a variable can easily be changed to account for the effect.

Factory patterns were used for the instantiation of the different planet types so that a planet can be built with the same "ingredients" in different ways depending on the planet.

Observer patterns have been used to easily log data to a save file and print out the game to the screen.

Plan for next iteration:

Depending on whether we make the game one with a full GUI or just text based, we are an estimated 50-70% of the way done. We still need to get the different parts of the game to function in conjunction as well as visuals for the player to play. We plan for the entire game to be finished by the due date.