

Bit Tactics

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Basic Element

- Maps
 1. By using xml file to construct maps
 2. With a size of 16*8
- Terrains
 1. 8 different types of terrains with different movement costs and defending rates
 2. City can be captured to gain money
 3. Workshop can produce units by money
 4. Headquarter is the base camp which decide the result of the game
- Units
 1. 5 different types with different features
 2. Can move, fire enemy and capture city or headquarter

Main Structure

- Board

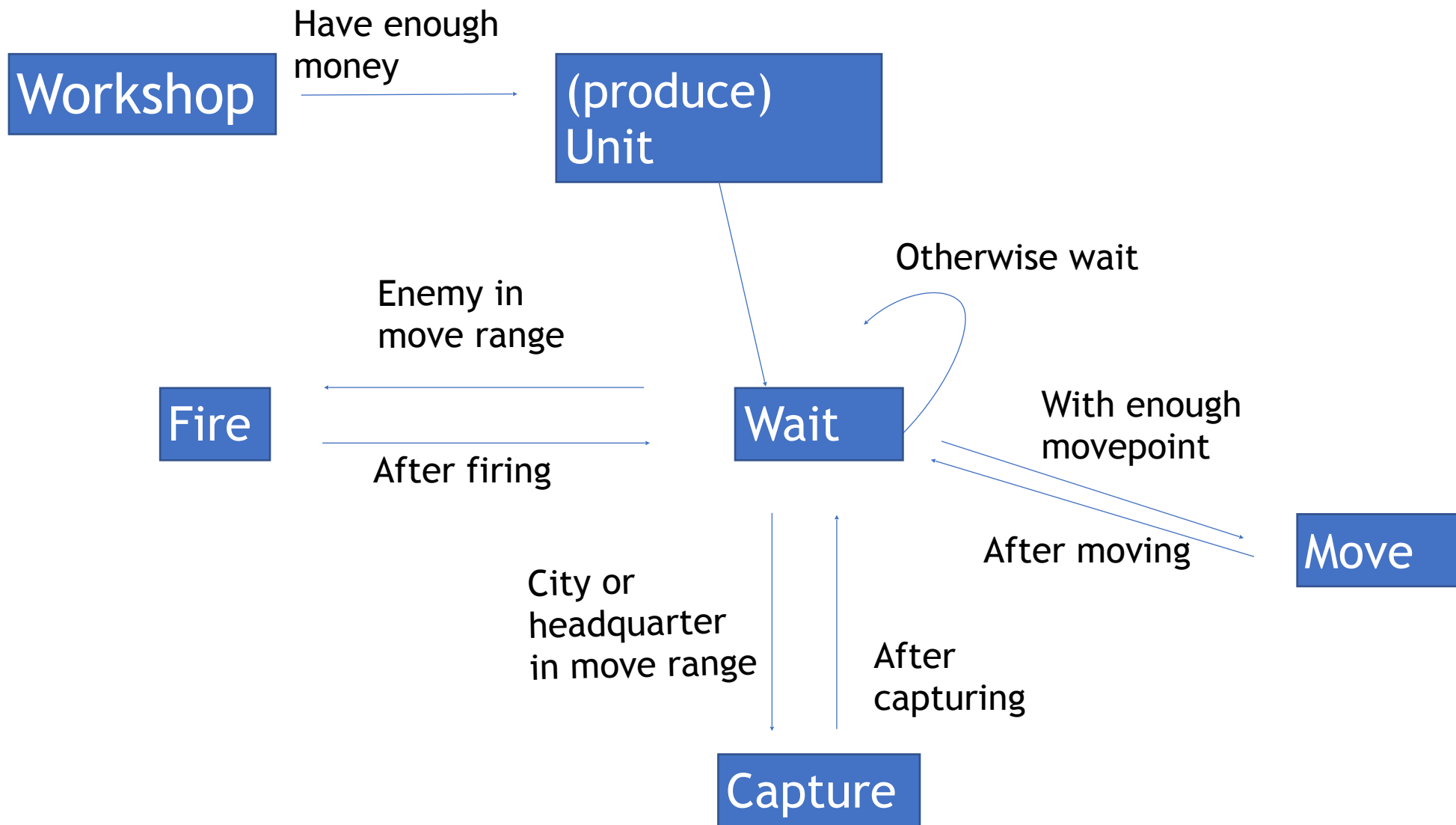
Get the terrain type from map and the algorithm of moving

- Maingame

Create a game and control the actions of units

- Player

Get the data of each player



UI

- Three activities:
 - Welcome
 - Map choosing
 - Game play

UI

- How to connect game and UI?
 - Custom View
 - Board formed by pictures
 - reDraw when necessary
- How to control the game with only two buttons?
 - Cursor level

Potential improvement

- Enrich map, Terrain, Unit
- High level AI
- UI efficiency
- Multiplayer

Thanks!