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| Name | Task |
| Yanik | * Created AI’s :   + Created the Medium, hard and easy AI’s   + Created an efficient and smart ai that searches for the boat depending on the second hit that is a boat * Generate Boats   + Created the ShipFactory * Created the Field Class   + Created this class to know where a field is situated and its state in the board * Created the Difficulty Enum   + Simple enum to detect which difficulty a user asked for |
| Nikita | * Created the ship class   + Simple Class that determines the size, name and actual size of the ship, as well as a property to tell if the ship is sunk or not * Created the Coordinate Struct   + Coordinate tells where an event was triggered * Generated all the images on the Game UI and its visual designs   + The boats   + The side Panel Images * Created the Field Class   + Simple Class that determines the placement of a ship or water on a board, and if it has been hit * Created the Direction Enum   + An enum that tells if the ship is placed horizontally or vertically * Integrated gif’s in the UI   + Came up with the idea to have splash effect when the user hits the water |
| Mohamed | * Created the Board Class   + Created a class that contains fields. A simple container class. * Created the Score Class   + Used to keep track of the scores in the game, with their name and their number of losses. * Came up with the idea to create our own custom event   + This event allows to update all our elements that constitute our game, such as the Board and field. * Designed the Game UI   + Created the base of the Main Window * Integrated gif’s in the UI   + Came up with the idea to have explosions when the user hits a boat |
| Sammy | * Created the windows and all the interactions between the windows .   + Difficulties Window     - Ask the user to chose between 3 difficulties   + InGameMenu     - A menu for the user when he is playing to either resume save and quit or leave game   + StartWindow     - A blank window that is used as container for all the windows   + StartGameWindow     - The start window for the user to enter his name and choose all the options to create a new game   + DebugWindow     - A window to allow him to choose or not the debug option   + LeaderBoard     - A window that shows all the players   + Limited Time     - Choose if there is limited time or not   + MainMenu     - The Window that is given when he opens the application * Designed and coded all the windows above as well as the interactions between them.   + Found an intuitive way to prevent windows from closing and opening windows |