Initial Thoughts About Assignment 3 by Tony

(Will be Updated throughout design phase)

New Weapons –

* Either we are making changes towards the attack behaviour to specialise for certain weapons in terms of range
* Or Alternatively Make new actions that these weapons have such as RangeSniperAttackAction which does the same as attack action but verification checks as to damage and range, Shotgun could be similar to this
* If there is a check for target in range then we may also configure that or something (This one I’m not sure of yet as assignment 2 I didn’t do anything regarding range)
* We can use something like hunt behaviour? To find the nearest target or something like that

Going to town –

Changes to application for the maps look (gameMap is named closely so for the sake of this doc it’ll be named gm)

The maps can be read from external file?

As to where to load maps will be dependent on where player as I believe from world

I think we can change maps based on the exit class so we add an exit at a character for vehicle

So we may need to do some extra stuff on top of adding a character to make it look like at that location is a vehicle

Potential Plan

Make a vehicle class that extends item

Reason for this? So we have a character represented on the map AND for a main part

What main part?

How it works is I plan on making it so we add an exit on top of the location of the vehicle in contructor. May need to change ground as the world class calls allowable actions of the ground, ground doesn’t have that action so far we have to make vehicle extend ground to add the action of moving

Just like the player moving one space, exit isn’t the action it’s the prompt to get the action

Ultimately I feel as though having an Item and

Mambo Marie –

The assignment specifications don’t specify if she comes out of thin air. So maybe voodoo doll item that ticks for the 5 percent chance. As for maries ticks itself (spawning zombies and disappearing) playturn ticking a counter sounds good.

If out of thin air however… maybe ground changes again and checks to list of actors

It also doesn’t specify if she comes back at full health or if multiple can spawn

Either way Marie is going to be inheriting down the line of the actor classes

Idea using an item to represent the passage of time to which spawns Mambo on the map as well as checking players

Ending the Game –

For player quit I may add an option for this to be handled so might add something to play turn for player

Losing and winning, may need something to do with the tick function to constantly check whichever list of actors

Using the Mambo marie idea we could put it into the same item

**Idea for Mambo and Ending**

**A Radio item**

What it would do is keep track of player turn and do things accordingly. The reason why an item is because the tick() method keeps track for turn progression. Only problem might be edge cases where only player is spawned because tick would be progressed after the player turn. Potential problem is that radio is vidependent on for mambo and ending the game, But the thing is **Radio** is just the name of the item, what I really want is to name it as a class that represents Objectives but since it’s an item I’ll name it radio. Essentially it’s named Radio but it represents the objectives in the game so I’m going to say that radio is just role-playing.

Potential changes to make assignment 2 work out-

Instead of having craftaction on item have it in player play turn

Extra marks?

Durablility/fuel for vehicle

Extra Map?