

# COMP-361 Systems Development Project

## Maintenance Phase

This document describes the mid-session changes to the Naval Battle specifications. During the acceptance test, you will be evaluated on your ability to apply these changes to your game. In other words, these changes must be added to your game before the final acceptance test. Your final deliverable (i.e. game manual) should also reflect these changes.

### ***Phase 2 : Non-final placement***

- Placement of ships in Phase 2 should not be final until the user has confirmed his final choice.
- A player should not be obligated to place all the ships he/she purchases. However, a warning should be given if the player confirms the ship placement and has not placed all his ships. (I know, it's a waste to not place all the ships. It's also a requirement change, so it doesn't need to make sense).

### ***Phase 3 : Power drops***

At the beginning of each turn, there is a 15% chance that a random power up will drop between the enemy fleets, in a water cell. The drop should be roughly the same distance to all fleets and has a 1x1 shape. A ship can pickup a power up by navigating over it.

There should be at least two types of power ups:

- Health power ups: Instantly recharges the ship to full health (or partial health, depending on game balance).
- Ship enhancement power ups: For a limited amount of time, weapons on the ship recharge faster and/or cause more damage. (depending on the changes you've made to the game, enhancements might be different).

You are encouraged to create new power ups with various effects (both good or bad). Note that power ups do not necessarily need to be visually different.

**Correction: Note that power ups should be visible through the fog of war (i.e. can be seen regardless of fog of war).**