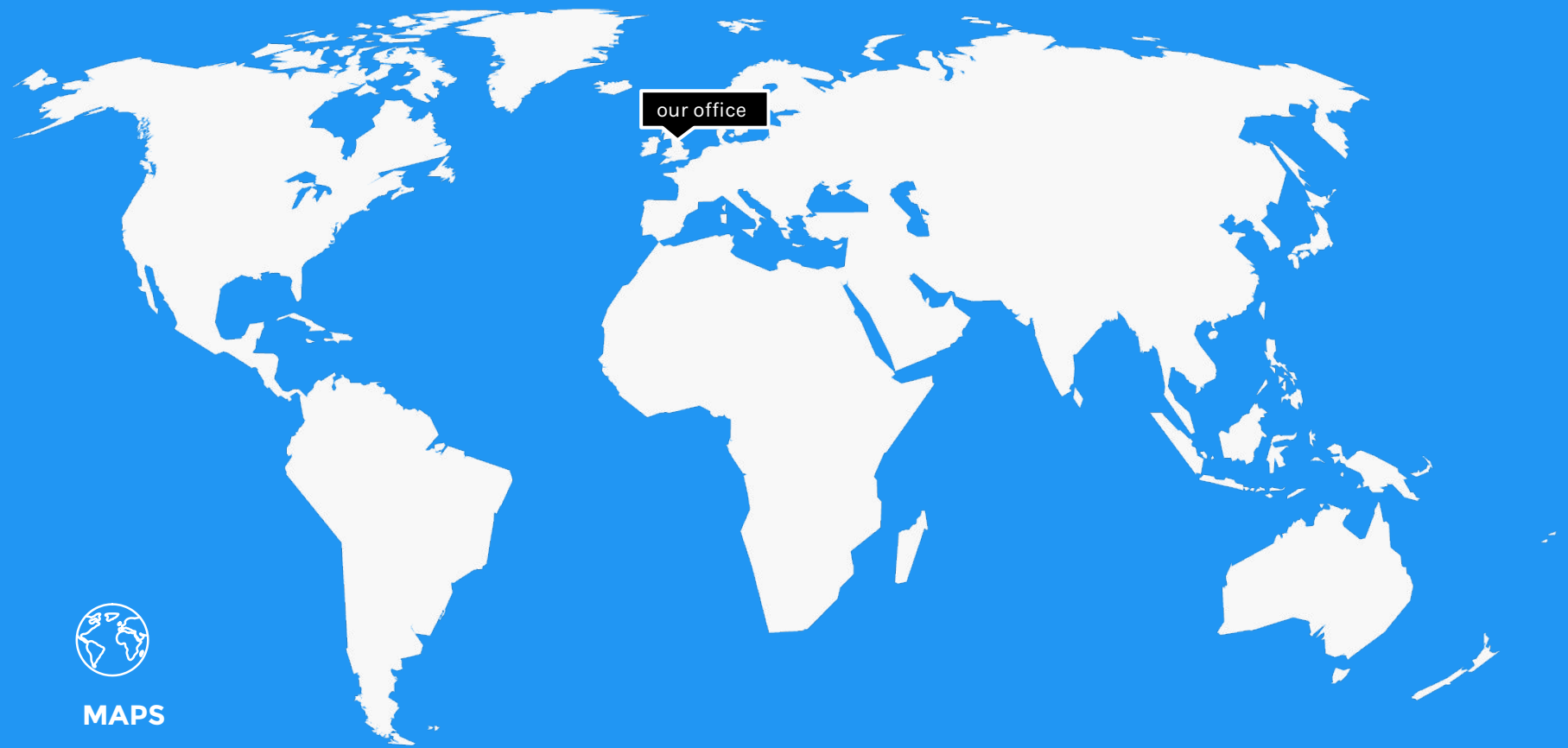# UCK

RELATED TEAM NAME IN BIG MASSIVE LETTERS
(THIS WAS ACTUALLY MEANT TO BE A PLACEHOLDER NAME FOR SOMETHING BETTER, BUT WE ENDED UP LIKING THIS ONE ANYWAY)

The Team:
Kieran Hall
Jack Mountain
Nico Pinedo
Martynas Minskis
Joseph Leakey

Features

Fully Documented Code in the JavaDocs Format

Fully automated testing

(Gradle builds the tests and automatically executes on Travis CI)

Written in Java using LibGDX

(Abstracts and simplifies rendering tasks)

Availability of player options and fair use of RNG ensures gameplay potential

Quality-of-life classes accelerate building tables, drawing text/rectangles and displaying overlays

We'll allow you to feature our logo alongside yours, and that's awesome: who wouldn't want to be associated with "Duck-Related Team Name in BIG MASSIVE LETTERS"?*

Beautiful art straight from Nico's mind™

*You'll have to buy us all green sliding windows for the privilege, though

Useful Graphics Library

Map, Icons, Roboticons

What's left to do/make/get?

▸ Overlay that negates needing to manually skip through phase 4

▸ More interesting UI graphics

▸ Ways of identifying tile yields and roboticon levels (inc. on tile tooltips)

▸ Music and Sound Effects

▸ Gambling

▸ Leaderboard

▸ How-to-Play (Tutorial) Screen

▸ Random effects

▸ Landmarks

▸ Sound options

▸ Post-game interface

▸ Game balancing

▸ Customised Roboticon icons

▸ Anything else that we were too dumb to think of

DESKTOP PROJECT

Main Menu Screen
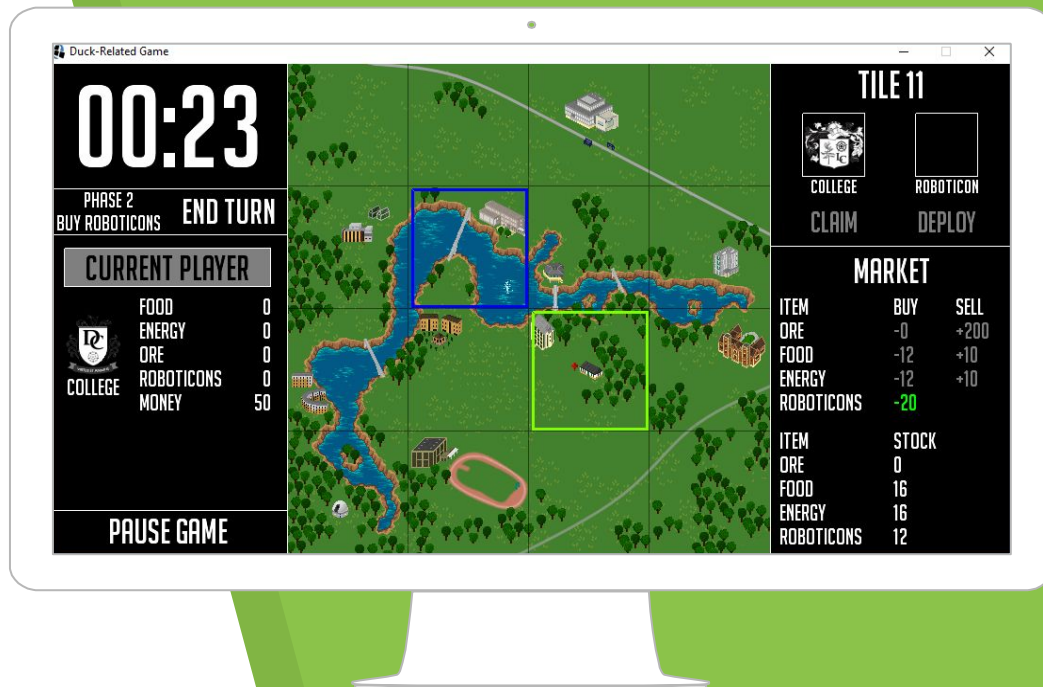
(Please excuse the edgy stock fonts)

DESKTOP PROJECT

Tile Identification

DESKTOP PROJECT

Roboticon placement and viewing

DESKTOP PROJECT

Market Functionality