



FINAL PROJECT RULES

Introduction to Programming 2021



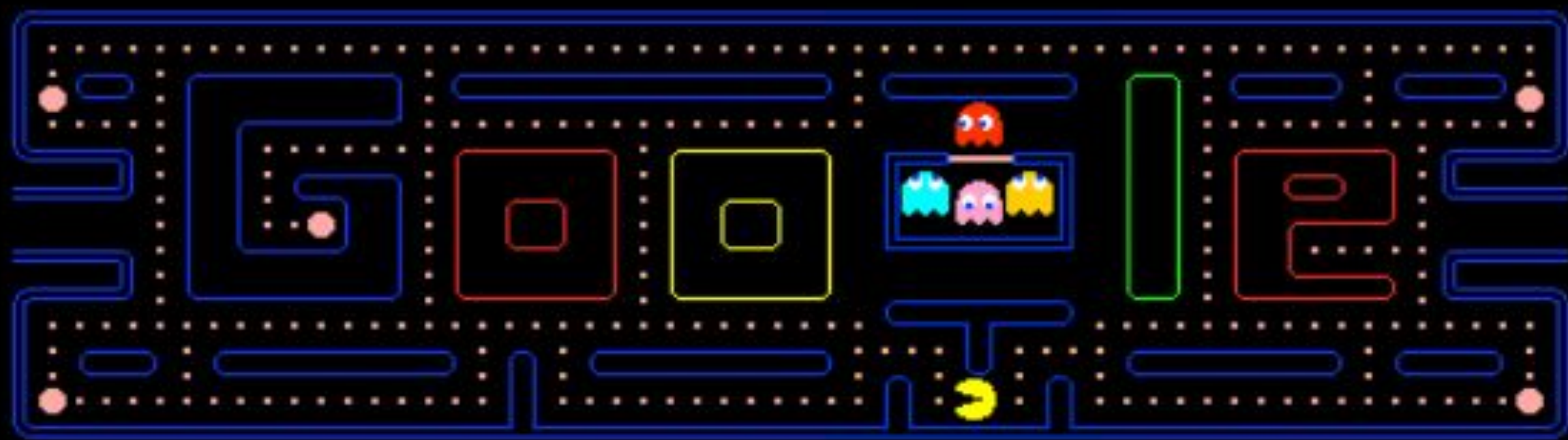


HI-SCORE

10000

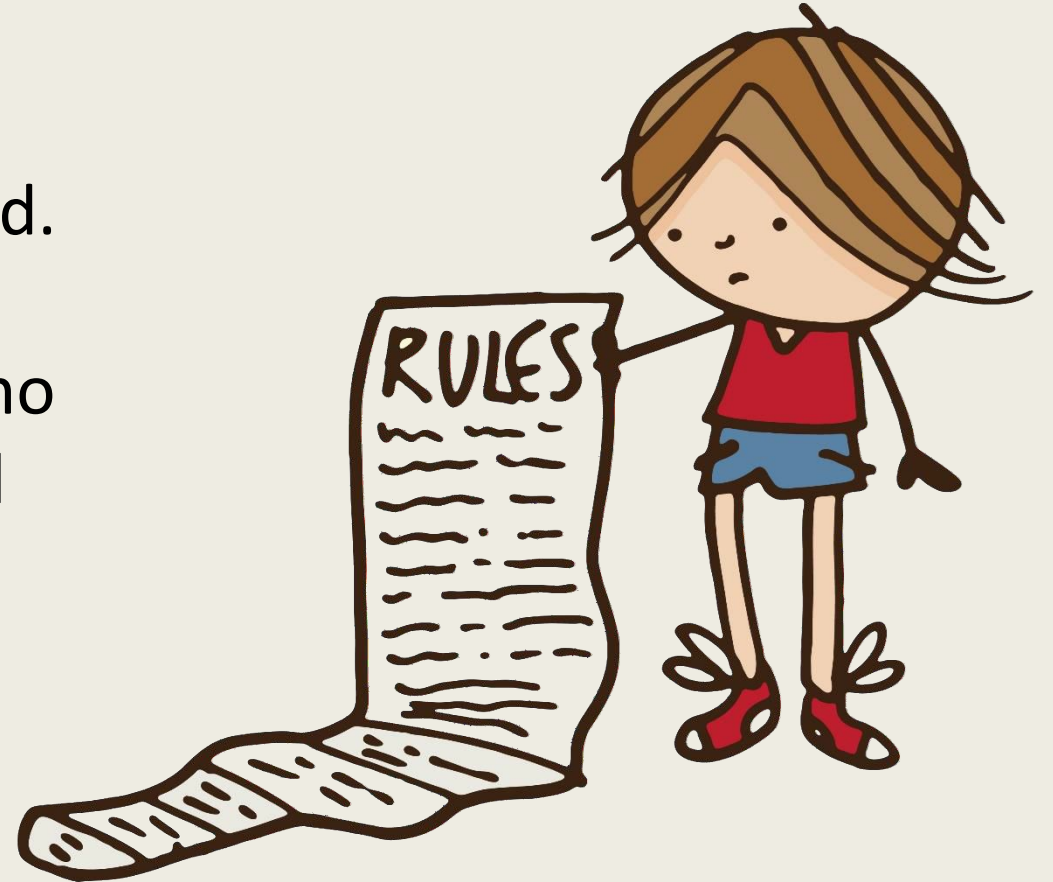
440



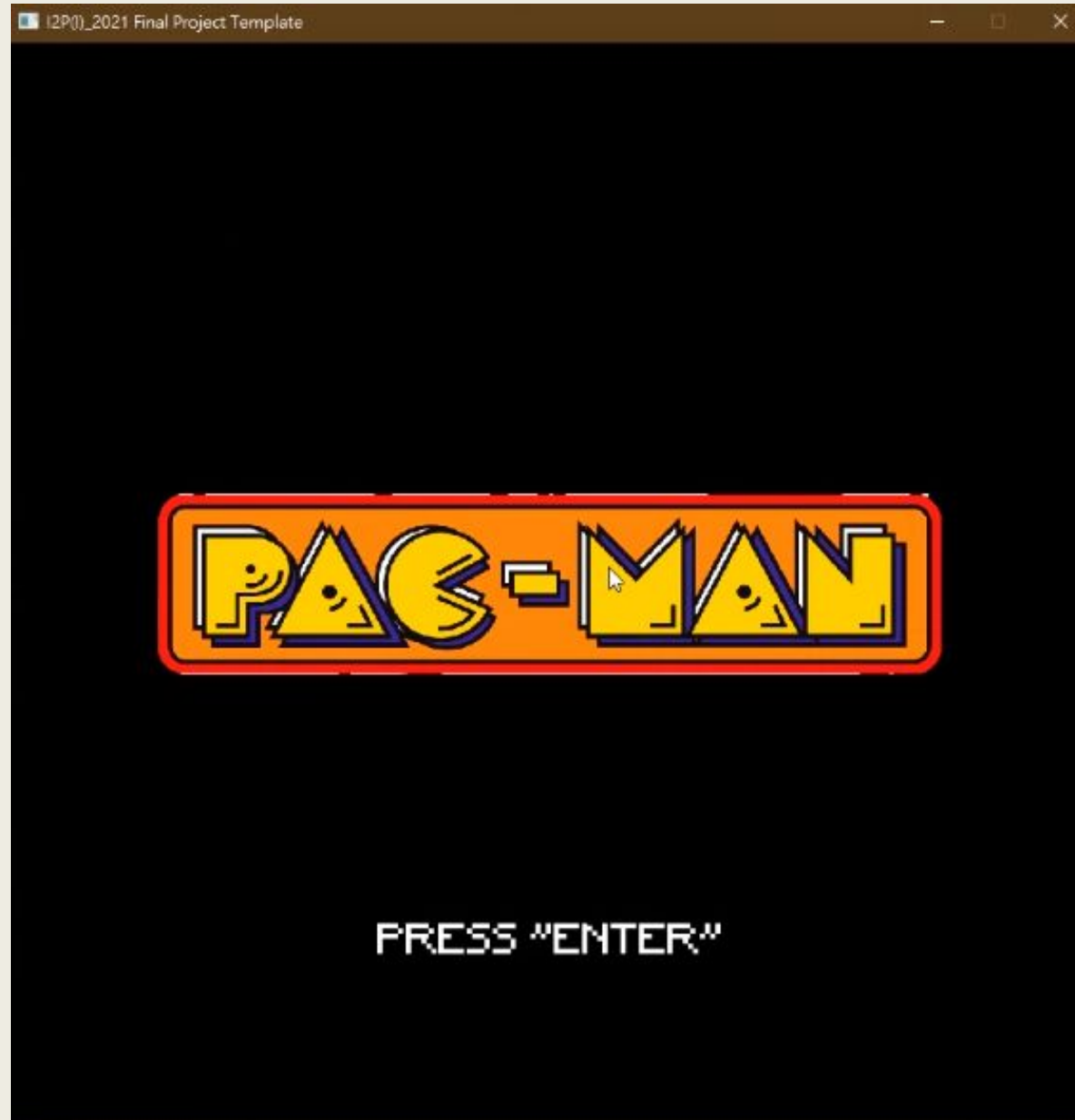


Rules

- One person per group
- Worth 20% of your total grade.
- Must use the template we provided.
- 2022年1月18、19日 Demo
 - Use your own computer to demo
 - More details will be announced one week before demo.
- Can only use C, and boolean provided by allegro
 - No C++ or Python



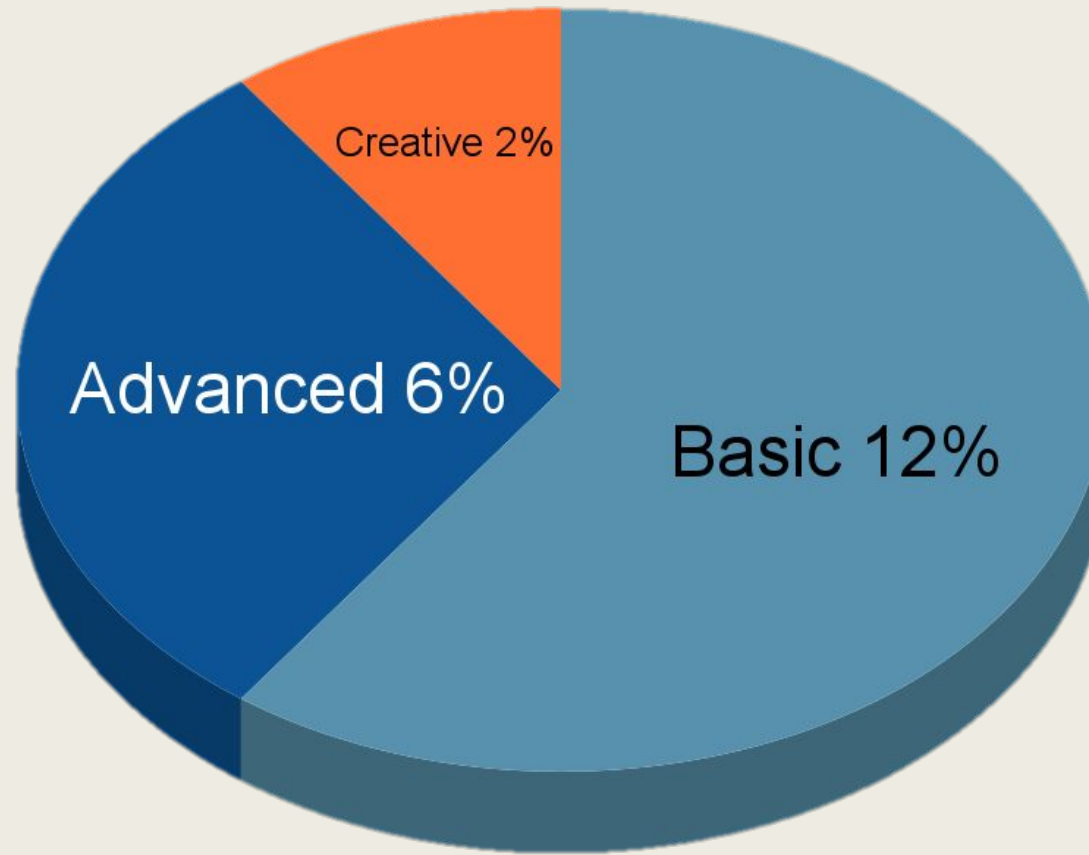
Given template



Given template



We'll finish 3% of
basic features today



Basics (12%)

- Divided into 5 parts.
- Game Completeness Part 3%
- Scene Part 2%
- Control Part 2%
- Memory Management 2%
- **HACKATHON 3%**



Basics (12%)) Game Completeness Part(3%)

- **Pacman [HACKATHON-1]** 's movement (Can't pass through wall or run into graphical error)
- **Eat Beans [HACKATHON-1]**
- Pacman should die if the pacman is touched by the ghosts
- Game should end normally after all the beans are eaten (Or start next round)
- Ghost
 - **Ghost's movement[HACKATHON-2]** (Can't pass through wall or run into graphical error)
 - **Ghost go out of cage [HACKATHON-2]**
- Read map from .txt files to generate map
- Score points when beans are eaten by the Pacman.
- Random movement Ghost Spec:
 - Should not repeat the same walking path. (No hard code)



Basics (12%)

Scene Part(2%)

- The original three scenes : Menu, Game, **Setting [HACKATHON-3]**
 - Successfully switching between Scenes is required.
 - Should go back to menu or the next scene after the end of game scene
 - Program closes unexpectedly is unacceptable.
 - The only conditions of closing the program is when“close window” or self designed EXIT UI is clicked.
 - Add a 4th scene (we already have Menu, Start, Settings)
 - e.g Win, Game Over, Restart, End, etc.

Basics (12%)

Control Part(2%)&
memory management(2%)

- Use mouse (ex. click and enter different scenes [HACKATHON-3] and keyboard (pacman controls) events[HACKATHON-1])
 - Volume adjustment in the Settings Scene
 - Memory management
 - Memory Usage is bounded
 - Just make sure everything you allocated are deleted when the program finishes.
 - (We will use profiler to test this.)



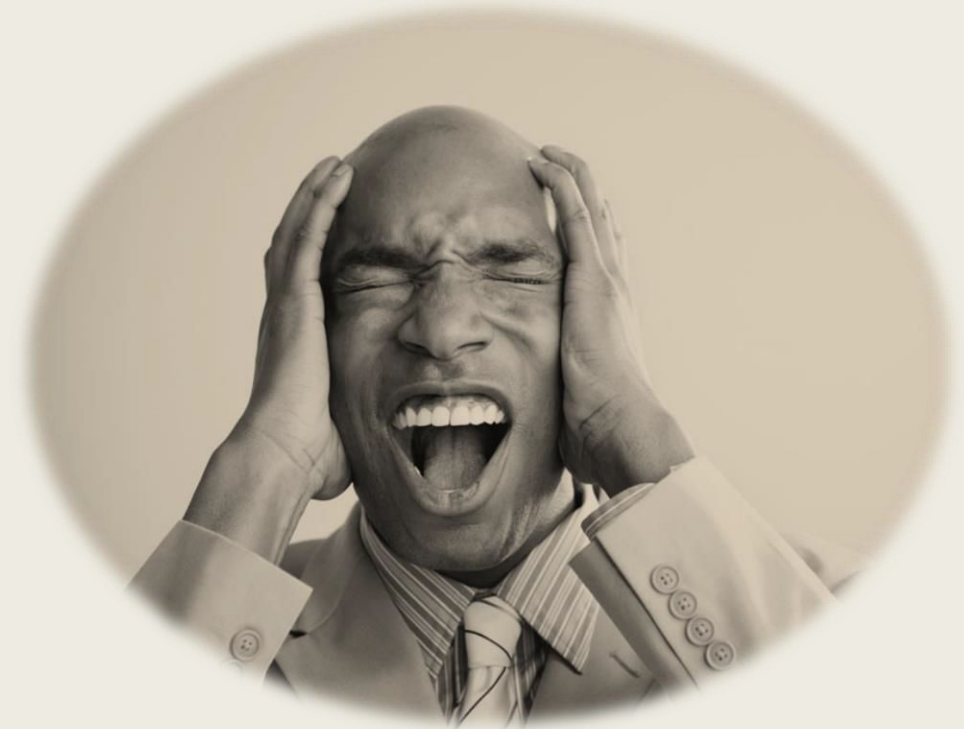
Basics (12%) HACKATHON(2%)

- (Those marked in red in previous slides)
- HACKATHON 1
 - Pacman movement and eating beans
- HACKATHON 2
 - Ghost leaves the cage with random movement
 - Current version is hard coded.
- HACKATHON 3
 - Enter Setting scene by using the mouse



Advance (6%)

- Power Bean (2%)
 - Design tracking rule of other Ghosts(1%)
 - Character Animation (ex. Pacman's mouth, Ghost movement) (1%)
 - Art (1%)
 - Gameplay(1%)
 - Function、Interface Part(1%)
- (Note: Sum up to at most 6%)

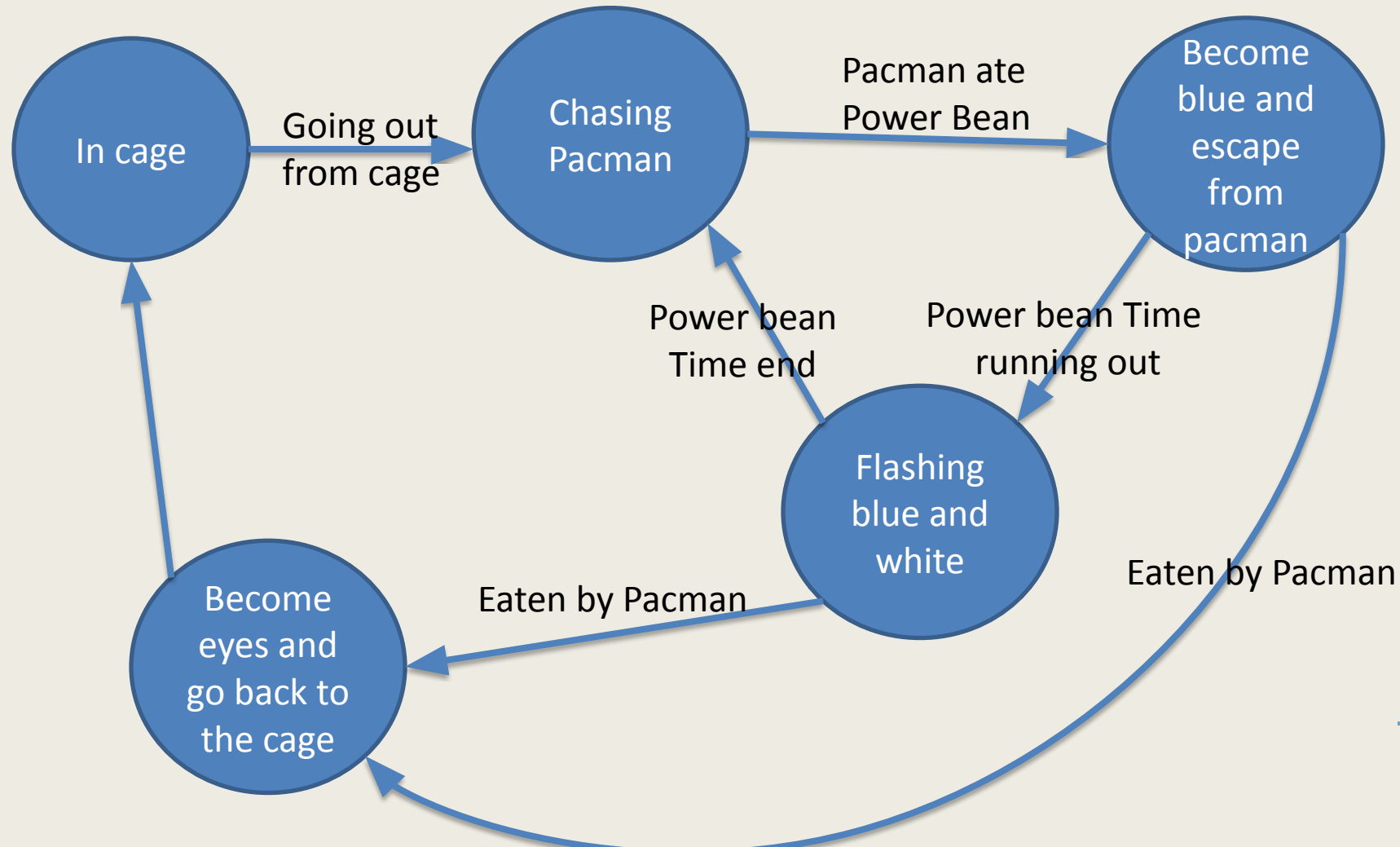


Advance (6%) Power Bean (2%)

- Implement Classic Pacman power bean functionality
 - After eating the power bean, pacman can eat the ghosts for a certain amount of time. Ghost should become blue (sprites images are provided) and move slowly in this period.
 - When the power effect is running out, ghosts should twinkle blue and white.
 - Ghosts run away from pacman in this period.
 - Ghost should go back to the cage if they are eaten. Their sprite should become eyes. They can come out again after a certain period.
 - Refer to [google pacman](#)
 - The ghost's machine state is in the next Slide.



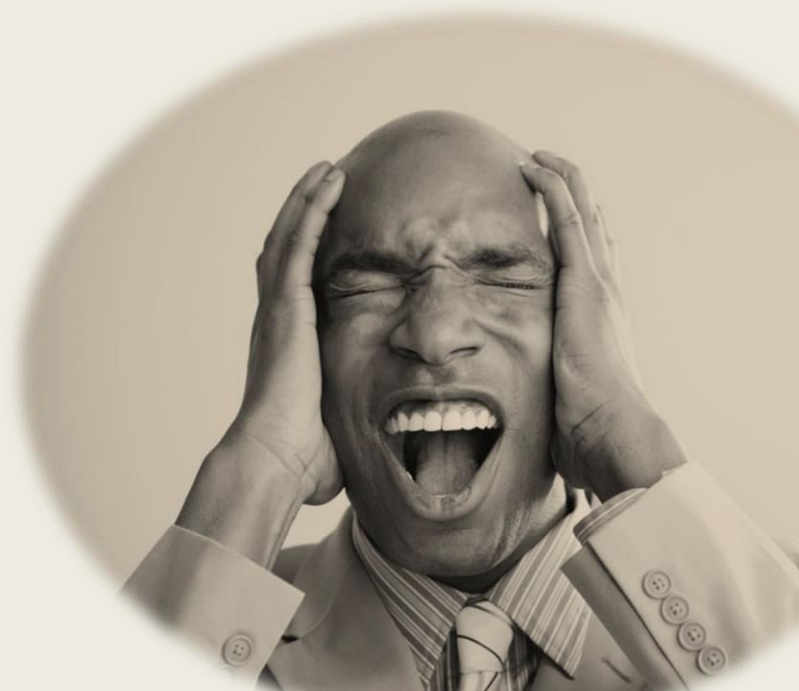
Advance (6%) Power Bean (2%)



[Image Reference](#)

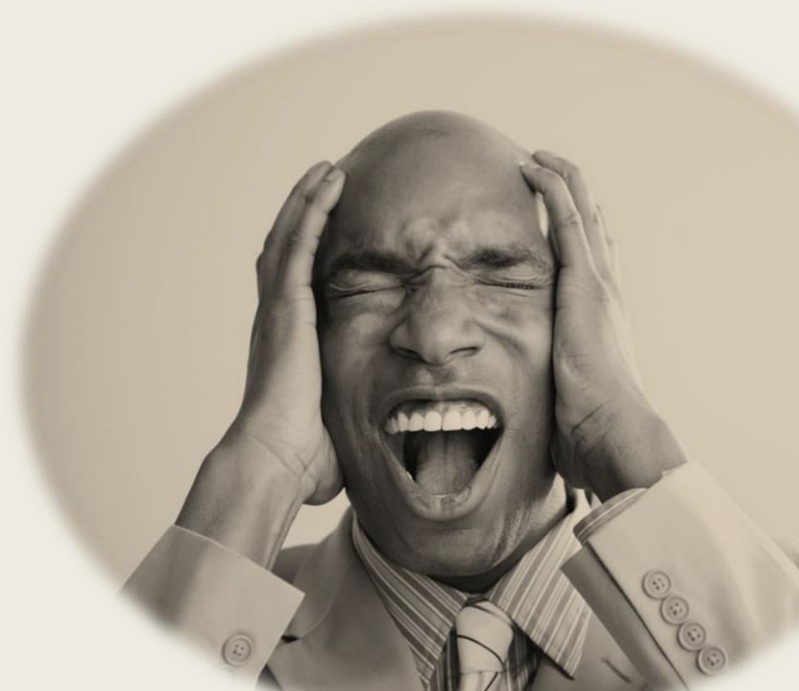
Advance (6%) Gameplay(1%)

- Pacman animation
- Ghost movement animation
- Sprites are provided in **Assets** folder
- You can use your own sprites, too
 - Four direction, each direction with at least two different sprites.



Advance (6%) Art(1%)

- Different BGM in different scene.
- Different version sound effects.
- Beautify UI
- Beautify Map
- Others related to Art.
- (Pick any two above)
 - (You should describe “Others” during the demo by yourself.)



Advance (6%) Gameplay(1%)

- Design another two items and design its effect. (MUST be reasonable)
- Reasonable Effect
 - Speeding up
 - Ability of passing through walls.
 - Activate Portal
- Unreasonable effect
 - +50 points
 - +game seconds

Note: Implementing one of the two blocks (green and blue) is enough.

- Map choosing or multi-level games
- Multiplayer (2P collaborating)

Advance (6%)

Function 、 Interface Part(1%)

- Choose characters
- High score table

Record the score and have a list of score records.

Both of them are required.

Creative (2%)

- Character appearance
- Magnificence attack
- Cool animations
- Richness of your game
- Good Performance (no lags)
-
- Any other you think that it's hard to implement or special.
 - Implement them and list them at demo.



Template

- Multiple file template
 - *Template.zip*
 - functions and scenes are separated to different files.

Template (if you use Allegro 5.0)

- Changing

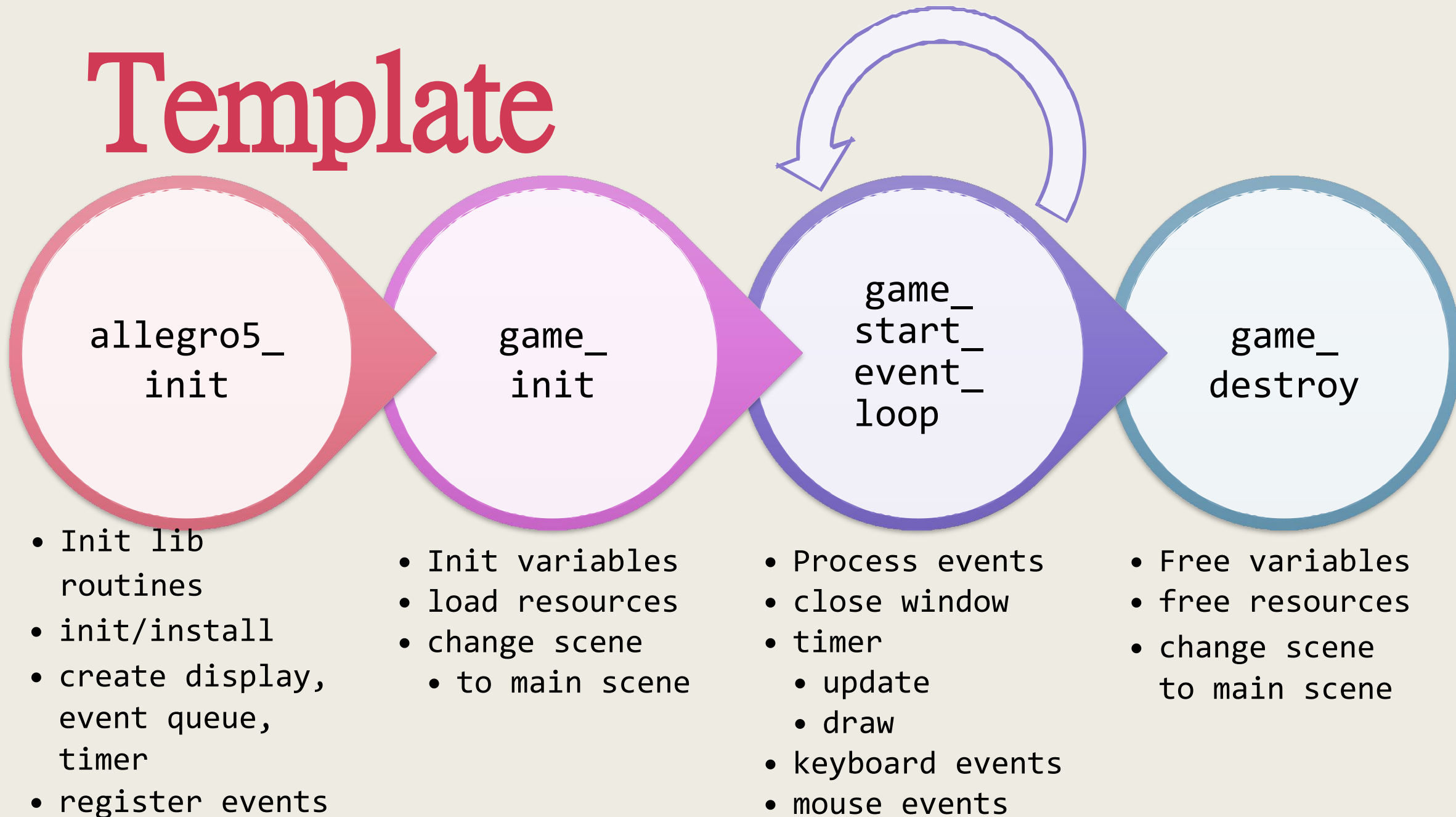
```
if (!al_init_font_addon())  
    game_abort("failed to initialize font add-on");
```

to

```
al_init_font_addon();
```

- (You only need to fix this if you followed the tutorial that uses `allegro-5.0.10-monolith-mt.dll`)

Template



Template(states)

```
// The active scene id.  
int active_scene;  
// Keyboard state, whether the key is down or not.  
bool key_state[ALLEGRO_KEY_MAX];  
// Mouse state, whether the key is down or not.  
// 1 is for left, 2 is for right, 3 is for middle.  
bool *mouse_state;  
// Mouse position.  
int mouse_x, mouse_y;
```

Template(structs)

```
typedef struct object {  
    Pair_IntInt Coord; //  
    Pair_IntInt Size; // x for width, y for height  
    Directions facing;  
    Directions preMove;  
    Directions nextTryMove;  
    uint32_t moveCD;      // movement Countdown  
} object;
```

Template(enum)

```
typedef enum Directions{  
    NONE = 0,      UP = 1,  
    LEFT = 2,      RIGHT = 3,  
    DOWN = 4,      UP_DOWN = 5,  
    LEFT_RIGHT = 6,    UP_LEFT = 7,  
    DOWN_LEFT = 8,    DOWN_RIGHT = 9,  
    UP_RIGHT = 10  
} Directions;
```

Template(struct)

```
typedef struct RecArea{  
    float x, y, w, h;  
} RecArea;  
typedef struct Pair_IntInt {  
    int x;  
    int y;  
} Pair_IntInt;
```

```
typedef struct bitmapdata{  
    int bitmap_x;  
    int bitmap_y;  
    int bitmap_w;  
    int bitmap_h;  
} bitmapdata;
```

Template(structs)

```
typedef struct Pacman{  
    bitmapdata imgdata;  
    object objData;  
    func_ptr move;  
    int speed;  
    bool powerUp;  
    ALLEGRO_TIMER* death_anim_counter;  
    ALLEGRO_BITMAP* move_sprite;  
    ALLEGRO_BITMAP* die_sprite;  
} Pacman;
```

Template(routines)

```
// Initialize allegro5 library
void allegro5_init(void);
// Initialize variables and resources.
void game_init(void);
// Process events inside the event queue using an
infinite loop.
    void game_start_event_loop(void);
// Release resources.
void game_destroy(void);
// Function to change from one scene to
another.
```

```
void game_change_scene(int next_scene);
```


Template(events/callbacks)

```
// This is called when the game should update its logic.  
void game_update(void);  
// This is called when the game should draw itself.  
void game_draw(void);  
void on_key_down(int keycode);  
void on_mouse_down(int btn, int x, int y);
```

Template (utilities /callbacks)

```
// Load resized bitmap and check if failed.  
ALLEGRO_BITMAP *load_bitmap_resized(const char *filename, int w, int h);  
// Display error message and exit the program, used like 'printf'.  
// Write formatted output to stdout and file from the format string.  
// If the program crashes unexpectedly, you can inspect "log.txt" for  
// further information.  
void game_abort(const char* format, ...);  
// Log events for later debugging, used like 'printf'.  
// Write formatted output to stdout and file from the format string.  
// You can inspect "log.txt" for logs in the last run.  
void game_log(const char* format, ...);
```

Template (draw)

```
RecArea drawArea = getDrawArea(pman->objData, GAME_TICK_CD);

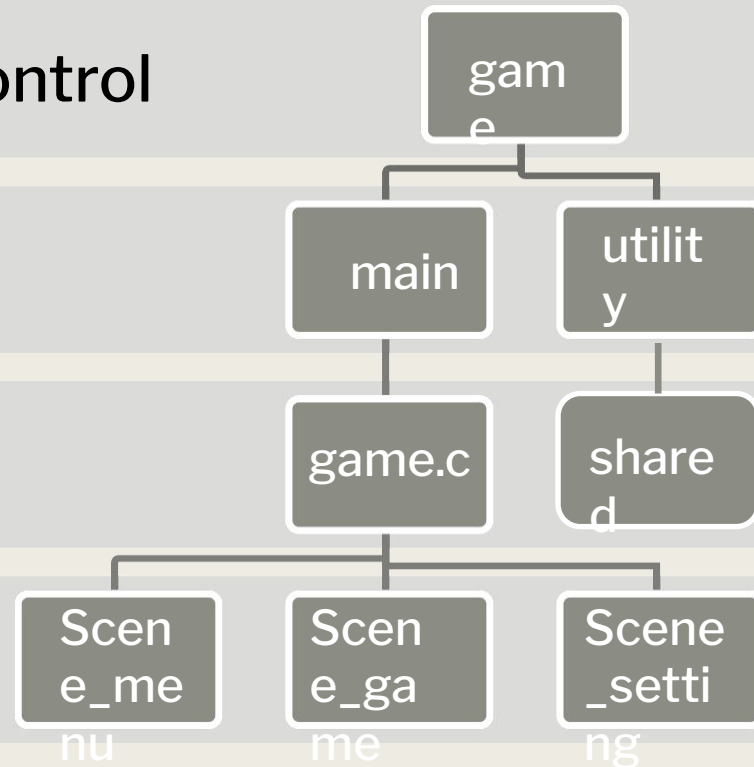
//Draw default image
al_draw_scaled_bitmap(pman->move_sprite, 0, 0,
    16, 16,
    drawArea.x + fix_draw_pixel_offset_x,
    drawArea.y + fix_draw_pixel_offset_y,
    draw_region, draw_region, 0
);
```

Template Structure

Allegro5 routines & Scene control

Utility
functions &
Entry point
Shared
resources

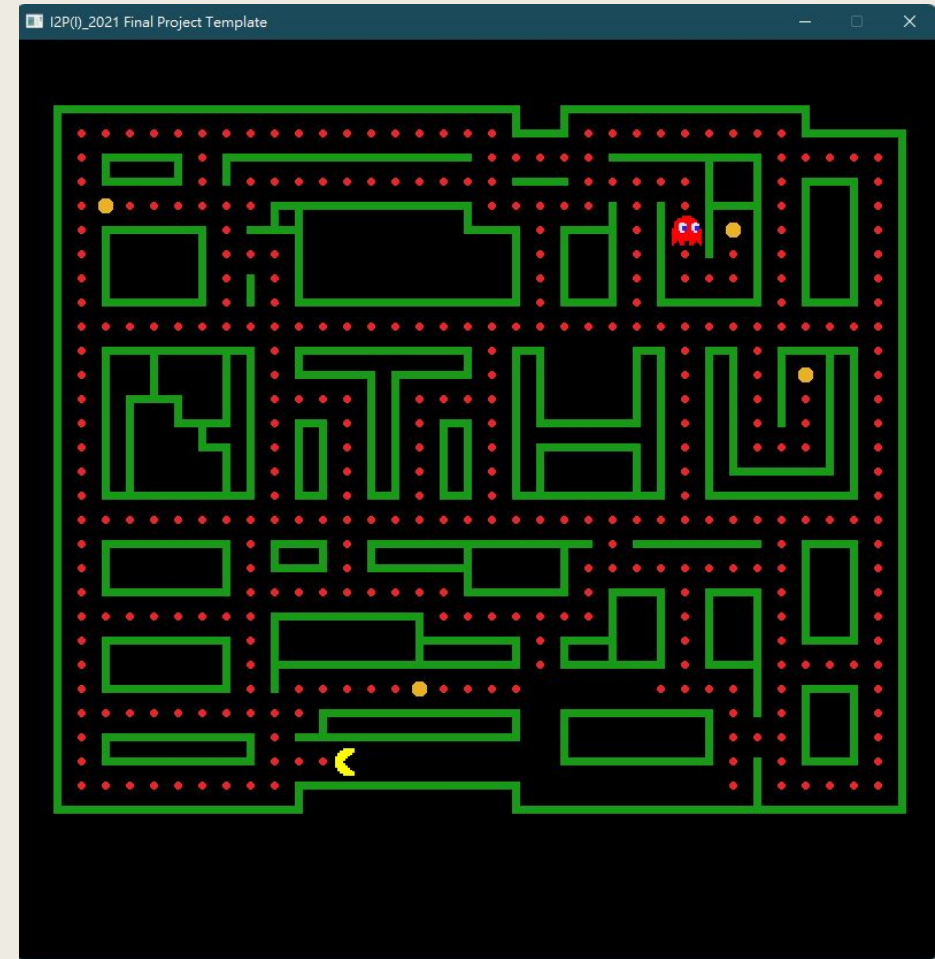
Scenes



Today's Goal

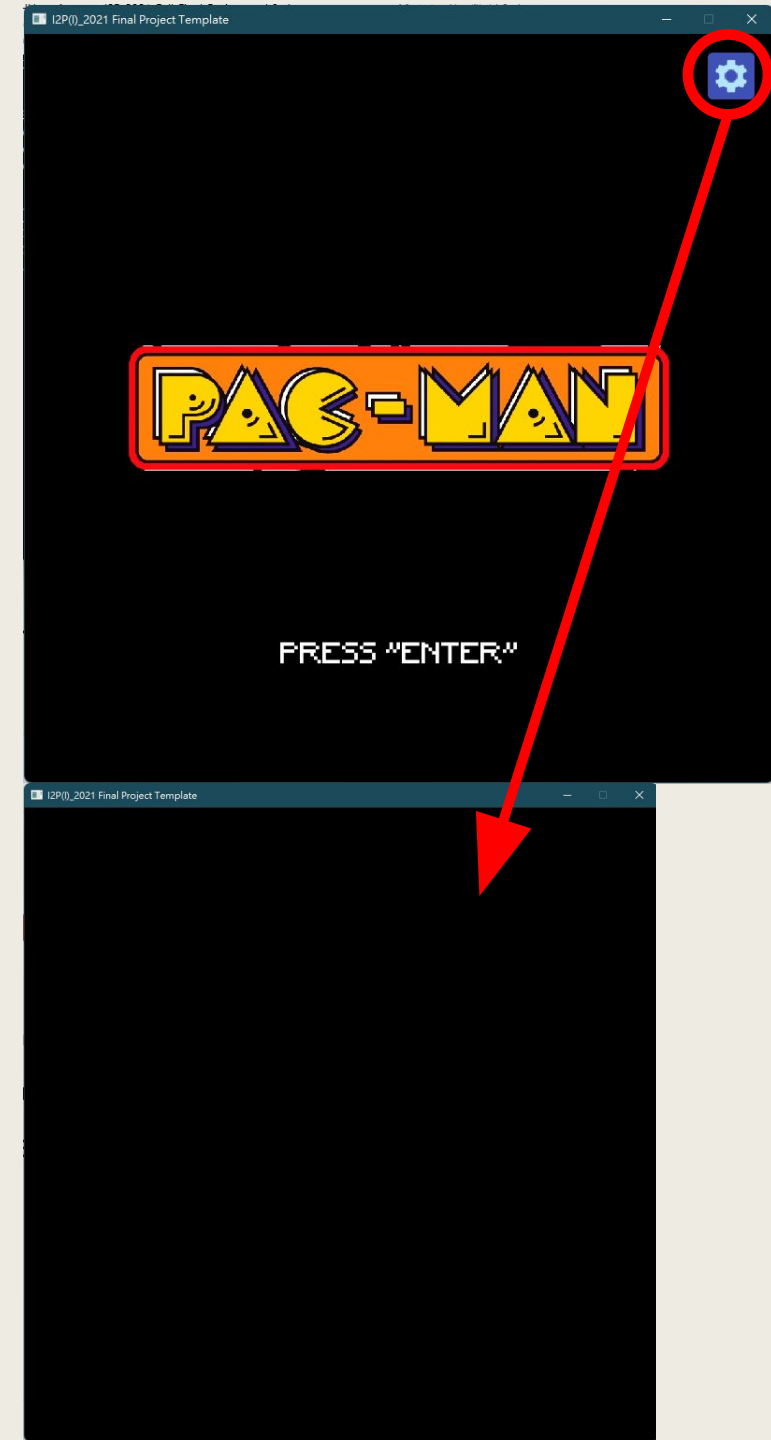
- Pacman Movement and Eat Bean
- Ghost Go Out & random movement (may go back and forth)
- Mouse event(Click) and enter setting scene

- *Create the settings scene.
(can be entirely black with no functions)*
- *A button in
main scene. (w/*



Today's Goal

- Pacman Movement and Eat Bean
- Ghost Go Out & random movement (may go back and forth)
- Mouse event(Click) and enter setting scene
 - Create the settings scene.
(can be entirely black with no functions)
 - A button in main scene. (w/ mouse in/out



Today's Goal (Example)

- For today's goal, you only need to uncomment the codes and replace the “???” with the correct code.

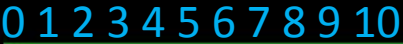
```
// [HACKATHON 1-1]
    // TODO: Use allegro pre-defined enum ALLEGRO_KEY_<KEYNAME> to control
pacman movement
    // we provided you a function `pacman_NextMove` to set the pacman's next
move direction.
    /*
    case ALLEGRO_KEY_W:
        pacman_NextMove(pman, ...);
        break;
    case ALLEGRO_KEY_A:
        pacman_NextMove(pman, ...);
        break;
    case ALLEGRO_KEY_S:
        pacman_NextMove(pman, ...);
        break;
    .....
    */
```


Today's Goal (I)

- Setup movement for your pacman
- (HACKATHON 0-1) line 161 in map.c for loading map
- [HACKATHON] 1-1 ~ 1-4
- Separate the x and y axes. Use the same calculation to detect each axis

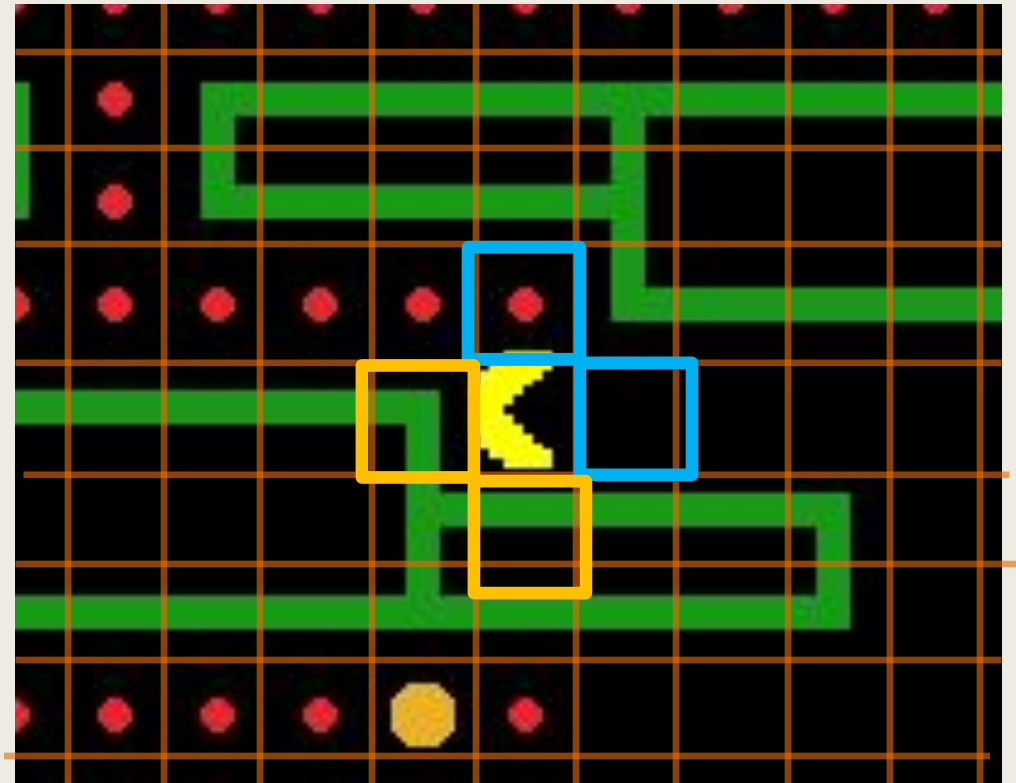
```
// [HACKATHON 0-1]
// You can just switch to nthu_map if you want to finish HACKATHON 0 later.
M->map[i][j] = default_map[i][j];
// M->map[i][j] = nthu_map[i][j];
```

S



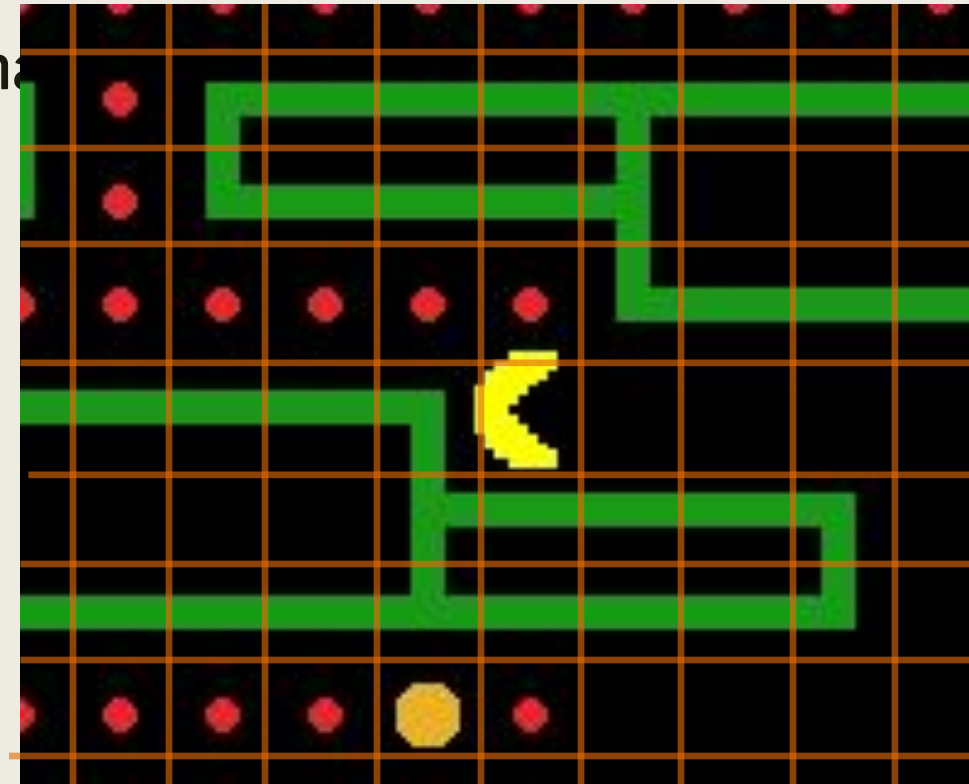
Today's Goal (I)

- [HACKATHON 1-2] Setup Check of valid movement in `pacman_movable(...)`
- Valid
- Non-Valid



Today's Goal (I)

- [HACKATHON 1-3~4] Use ``pacman_eatItem(...)`` to activate the effect of item. (Playing sound)
- And erase the item from 2-D char Array map



Today's Goal (II)

- Allocate ghosts. (Today, one ghost is enough.)
- Let Ghost start to move.
- [HACKATHON] 2-0 ~ 2-4
- Control the state of ghost
- `ghost_movable` use the same logic of `pacman_movable`
- Today, only focus on the `ghost_red_move_script_FREEDOM` function.
 - But the state machine of ghost movement is important for your future programming.

```
typedef enum {  
    BLOCKED,  
    GO_OUT,  
    FREEDOM,  
    GO_IN,  
    FLEE  
} GhostStatus;
```

Today's Goal (III)

- Implement a new scene
 - *Create the settings scene. (can be entirely black with no functions)*
 - *A button in main scene. (with mouse in/out animation)*
- [HACKATHON] 3-1 ~ 3-9

In `game_change_scene`, `game_update`, `game_draw`, `on_key_down`, ...

```
if (active_scene == SCENE_MENU) {  
    //...  
} else if (active_scene == SCENE_START) {  
    //...  
} else if (active_scene == SCENE_SETTINGS) {
```

Today's Goal

- Aside from filling the blanks, make sure you understand the entire game flow and how each code section works.
- Find a TA and demo the 3 goals to get 3% bonus score.
- The TA will ask you to explain how the 3 goals are implemented, you'll get 3% bonus score if you can describe how the code works.
- (each goal deserves 1% bonus respectively)

Useful Resource

- **Allegro 5 Wiki**

- <https://www.allegro.cc/manual/5/>

- **Allegro 5 reference manual**

- <https://liballeg.org/a5docs/trunk/>

- **Movie Tutorial**

- <https://www.youtube.com/watch?v=IZ2krJ8Ls2A&list=PL6B459AAE1642C8B4>

- **2D Game Development Course**

- <http://fixbyproximity.com/2d-game-development-course/>

DON'T
CHEAT



LET'S

CODE

Have a nice day~

