Texty Adventure – Part 2

An open world of interesting things, including quests and crafts.

Submission Guidelines: Due by start of next class

Project Administration (10)

- Continue with your same repo. Do your work in the main branch.
- When you are finished with this week's work:
    - Put an annotated rubric in the root project folder. Use Word .docx format.
    - Create a side-branch named "Part2_Completed". Treat the branch as a read-only archive.

Base Requirements (73)

- Constraints: (same)
    - You may use the images in the starter project
    - You may use SpriteShapes
    - You may not use any other graphical assets

- Flowchart:
    - Create a flowchart for the Update function of your GameController.
    - Build your flowchart in some handy flowchart tool (e.g. the thing Kevin mentioned ???)
    - Focus on the decisions, on the if/else statements.
    - Use the three standard symbols. My flowchart is on DotEd, as an example.
    - Save a copy to pdf, and put it in the root project folder.

- Create TWO simple looping background animations
    - Ex: Swaying tree, day/night cycle, cloud that floats up and down, wandering animal, etc.
    - !! You are welcome to do your own thing. These are just examples.
    - Explain. What is your *first* looping background animation? the cloud float left and right.
    - Explain. What is your *second* looping background animation? The flower is rotating.

- Create a resource that grows, with growth controlled by an Animator / Animation combo:
    - Resource must have an attached script that holds the current resource yield
    - Animation must change size of a sprite
    - Animation must change resource yield (in the attached script)
    - Resource GameObject must have 2 or more children

- Animation must change something about the children
- Ex: A tree that grows from seed to mature, and makes berries
- Ex: A bee hive that starts small, gets bigger, and grows honey and/or bees
- !! You are welcome to do your own thing. These are just examples.
- Explain, what is your resource, and how does it grow? The tree grows from the begin and the coins grow up later. When the tree finish the growth, there will be 100 woods.

Stretch Goals:

- (+3) Prepare for, and participate in next Wednesday's Show 'n Tell.
    - Before 5PM PST next Wednesday, send me an email with an image or a short video (< 60 seconds) from your project. You pick what you want to share.
    - Be prepared to say 2-3 sentences about ONE THING from your project.
    - Say 2-3 sentences about your image in our next class meeting.

- (+10) Harvesting and planting
    - Upgrade your GameController with a 'harvest' command.
        - When player inputs "harvest [resource]":
            - Remove *one* object of that type from the scene.
            - add an appropriate set of resources to player's inventory
            - add some number of seeds (or equivalent) to player's inventory
        - Hint: You may want to create a separate variable for resources that come in big numbers
    - Upgrade your GameController with a 'plant' command:
        - The command "plant [resource]" should:
            - Create a new [resource] from a prefab using Instantiate
            - Place that new resource at some semi-random location in the scene
            - Once placed, the Animator should make the resource grow.
- (+5 to +10) Fancy fruit placement
    - Remember the PatternMaker scripts
    - Upgrade the script in your resource-that-grows. Change the Start() function so that Start() randomizes the location of the fruit-type things. Note that many patterns are possible. Your choice of simple (totally random) or fancier. The point is there should be some randomness, so that no two resource objects are exactly alike.
    - Explain: How does your code randomize fruit placement?

- (+5 to +20) Crafting system with crafting tables
    - Create a simple crafting system:
        - The player should be able to craft some sort of crafting table.
        - When crafted, that 'table' should be visible in the scene.
        - When in the scene, the player should have access to new crafting recipes.

    - Ex: “craft workbench” requires 5 wood, and creates a workbench. Once the workbench is in the SceneInventory, the player can craft new things from wood. “craft chair” would use 5 wood to make a chair. “craft house” would use 20 wood to make a house. etc.
    - Explain: How does your crafting system work?
        - Command for recipe 1:
        - Command for recipe 2:
        - etc ...

- (???) An additional stretch goal from Part1
    - As described in rubric for Part1
    - Explain: Which stretch goal did you complete?

- (+1 to +20) Other. Something related to this week’s topics: animation, resources, if’s, and adventure.
    - Explain: What is your nifty thing, and where have you used this thing in your project?