

Texty Adventure – Part 3

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

Project Administration (10)

- Due by start of next class
- 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 "Part3_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
- Create a trained pet (or equivalent)
 - An NPC with an Animator Controller
 - Animator Controller has at least FOUR states, each with a different animation
 - Player can issue commands to make NPC change state, and do different animations
 - Note the commands here:
 - What are the commands that cause the NPC to do things?
 - Command 1: beebuddy sit
 - Command 2: beebuddy jump
 - beebuddy spin
 - beebuddy fly
 - etc ...
- Multiple Screens:
 - Build at least FIVE locations
 - Build an Animator Controller to manage the camera, and locations.
 - Update GameController code:
 - Handle multiple locations using one function per location
 - Have a Location enum that tracks the player's location

- To let player use commands to move between the locations.
 - Note the movement commands below: north/south/east/west, up/down/left/right, etc ...
 - Movement commands: north/south/east/west
- Add a gettable and useable object in each new location.
 - Code must be location-smart. If player is in one location, and tries to get an item from a different location, they will get an error.
 - What are your items?
 - Item 1 name, location, use command, effect:
 - Item 2 name, location, use command, effect:

Stretch Goals:

- (+3) Prepare for, and participate in next Wednesday's Show 'n Tell.
 - Before 6 PM 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.
- (+5 to +20) Interesting application of an Animator Controller:
 - Build something else that makes use of an Animator Controller
 - Must have at least THREE states
 - Must have at least FOUR transitions
 - What is your thing, and what does it do?
- (+5 to +20) A multi-location quest
 - Create a quest of at least 5 steps that includes at least three different locations (can also revise an existing question to use multiple locations)
 - Code must be location-smart.
 - Give a walkthrough for your quest. What commands are required to complete the quest?
 - Command 1:
 - Command 2:
 - etc.
- (???) An additional stretch goal from Part1 or Part 2
 - As described in rubric for Part1 / Part 2
 - Explain: Which stretch goal did you complete?
- (+1 to +20) Other. Something related to this project's topics: animation, resources, if's, and adventure.
 - Explain: What is your nifty thing, and where have you used this thing in your project?