

Implementation Log Assignment 4:

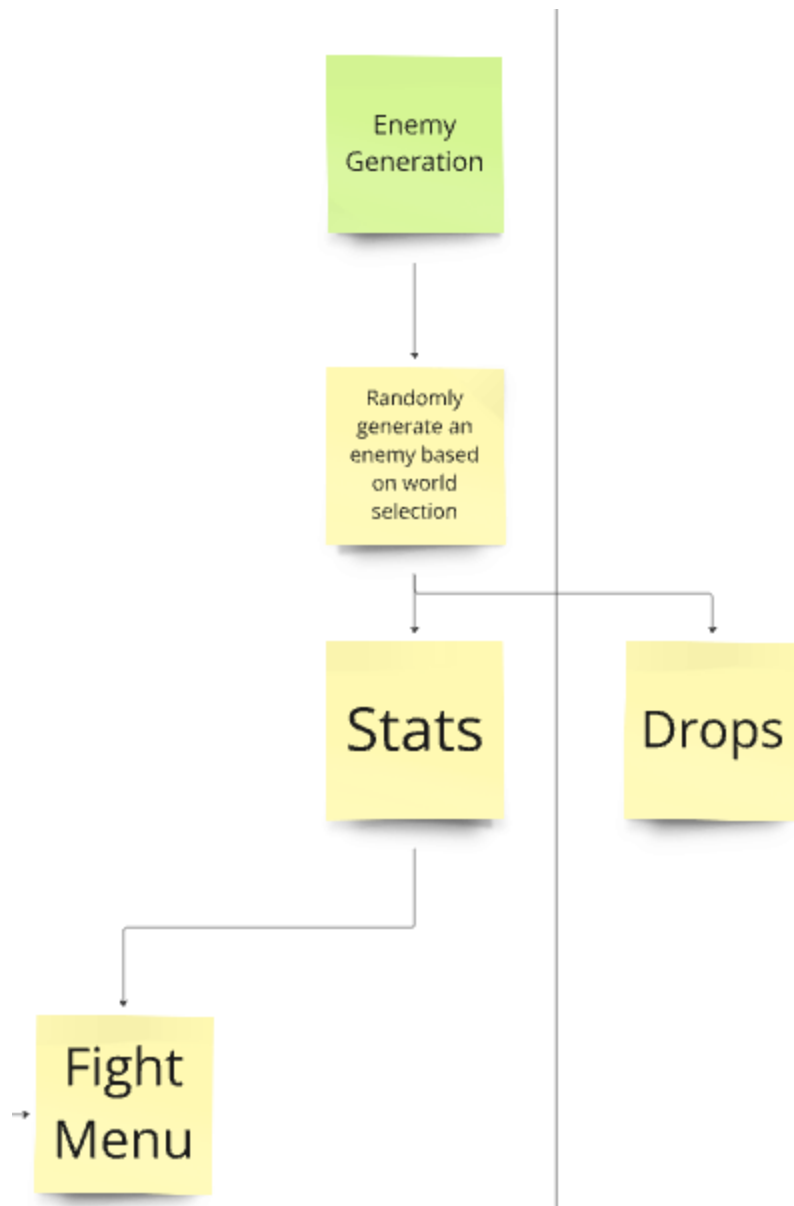
Challenge 1: UI

I plan to use the knowledge I had from doing collisions on my former assignment to have it detect that the mouse was on the buttons and to do specific things when it was clicked on the button. To make it easier for myself to program I also will put all the button placements in arrays so I would only have to change numbers when copying and pasting.



Challenge 2: Enemies

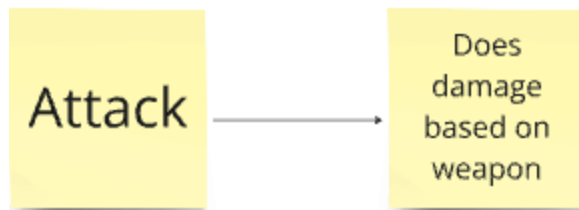
Making enemies I think would be decently simple, I must make sprites for the enemies and then display them whenever its generated. The generation would be a random number, and depending on the certain number it would call a method which selects the specific image of the enemy that is selected and the stats of the enemy



The initializing enemy generation makes sure the enemy is dead before generating another one so everything works smoothly

Challenge 3: Fight

I plan to make a turn-based RPG where whenever you attack the enemy attacks you back, I would implement this by utilizing turn states by making the game register whenever you've attacked, after updating the stats of the enemy it would update your stats by the enemy attacking you, after that you'd be able to attack again. If you die you go to a game over screen. However, if this turns out to be too challenging or time consuming, I will turn the game into a tap-like game combining the incremental game ideation into the RPG game one to make one game.



Original Pseudocode Board:

https://miro.com/app/board/uXjVL9A1X9Y=?share_link_id=46989754193

Finalized Pseudocode:

https://miro.com/app/board/uXjVL70ylco=?share_link_id=513899895220