Andrew Core

CSC 4263

23 Jan 2019

Individual Project

For the most part, I followed the “Tactics RPG” guide found here:

<http://theliquidfire.com/projects/>

I didn’t finish the guide. As of now I summon 3 heroes and 3 villians onto a 16x16 grid. I’m only monitoring 5 inputs channels: Horizontal axis, Vertical axis, and fire1-3. You can use the axis to hover over a unit. Fire1 selects a unit and displays their move range, and pressing Fire1 again will move the unit to the selected square. Fire2 will deselect a unit’s move range. Fire 3 was meant to be a voice line, but I’m outta time!

That’s pretty much it. Each unit has between 5-7 move range, units with shorter move range have higher jump heights. Oh, and checkout the file scripts/animation/Breathing.cs! That’s one of the files I wrote entirely from scratch, it just makes the selection indicator grow and shrink. Kinda cool eh?

File Structure:

PreProduction- used this to setup the grid and save it in resources/level

View Models- all the physical pieces are displayed here, including walking animation.

Model- commonly used classes

Animations- Not mine, only breathing is used.

Controller- This is where the magic happens. Battle Controller is the main piece of the puzzle that everything else is a child of.

Battle states is where most of the setup of the units came from.

I’ve got the pieces in place to setup combat but I couldn’t implement them. First I need to setup the turn, then abilities, then stats, then UI.