Design document 2.0

We decided to switch from a side view platformer to a top down game, because implementing physics for jumping and falling proved to be too difficult for the time we had. In the top down game, we could reuse everything we had made, because a top down game is essentially a side view platformer without gravity.

The game will still work the same way. The player has to walk through a level collecting water drops while avoiding enemies. Only instead of jumping between platforms, the player walks through a maze.

As always with game projects, things didn’t go as expected, so there are still some bugs in our game. The collision detection is shifted downwards, so it works, but a little bit unexpected.

Implemented bonuses:

* Levels, multiple levels
* Custom levels, fully customizable in the levels folder, just change the txt file
* Mouse input, in the main menu, clickable buttons exist, though, because of a last minute error with the collision, it may not seem to work, because the clickbox is shifted out the screen
* Complex graphics, our game features bitmap files for textures, loaded

Modules:

* View: here we will convert the game into a picture, to be used for rendering.
* ObjectFactory: here we will load gameObjects, for example with reading in tiles.
* TileMap: *no idea wat hier gebeurt*
* Screen: here we save data about our screen.
* Physics: here we handle our physics, with rigidbodies and collision.
* Model: *no idea wat hier gebeurt*
* Main: this is our main function, it will handle running our game.
* Controller: this module will handle inputcontrolls.
* Scene: this module’s sole purpose is to create a scene data type.
* Base: this module’s purpose is to create some additional data types.