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Xillion Alpha Release

The current setup for my application is fairly straightforward, I have a couple of images on separate views and some buttons linking those views together. The main game view currently shows a moving reshaping triangle. This will not be a part of the game, this is simply there as a placeholder until that part of the game is worked on. In the final product, this view will display a sort of console window like in your computer's terminal window. This will take in user text and allow the user to interact and move around based on text.

The majority of the game map is complete with some minor fixes here and there. I hope to add a sort of zoom and scroll function to the map as well as some form of fog of war if possible. That or popup icon that can be pressable and a new map for specific locations will appear. This app currently doesn't contain any known bugs so if any occur, please inform me so I may address them.

Icons will be created for the inventory, and a system will be integrated in order to load in images based upon what items the user has found.