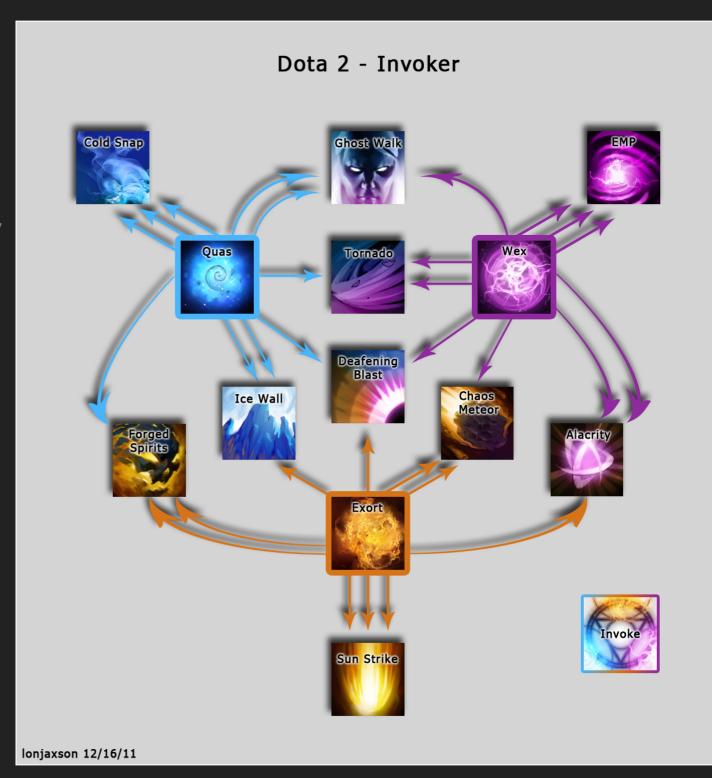ALLEN L

INVOKER GAME

IDEA AND INSPIRATION

▸ - Idea from a character (Carl, the Invoker) from a game called DOTA 2

▸ - Inspired by character's complexity, and other Invoker trainers out there.

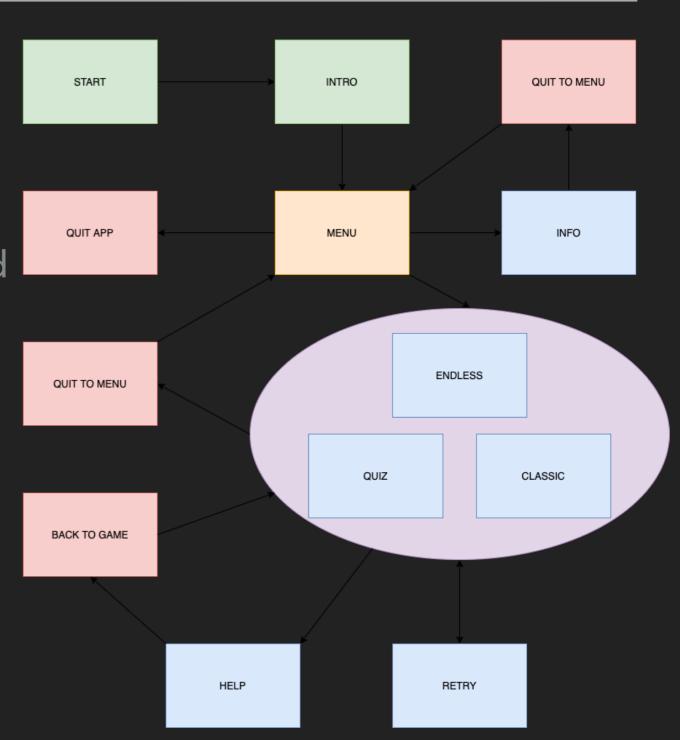▸ - First terminal app. Something I believed I could pull off (with a little help).. and I did!

why can't I,

hold all these spells?

CHALLENGES

▸ - Thinking of how to explain to people that don't play DOTA 2/ Invoker

▸ - Starting the code. I didn't know where/how to begin..

▸ - Figuring out how to structure the game - titles, menu, gameplay etc

▸ - Figuring syntax/logic for gameplay

Dota 2 - Invoker

lonjaxson 12/16/11

STRUCTURE AND GAME

▶ - Different sections including title/menu, info, how to play, about, and gameplay modes

▶ - Menu structure inspired from older games when transitioning to different sections/screens

LET'S LOOK AT THE APP AND MY CODE...

THINGS I LEARNED

▸ - A better look into how code works, step by step.

▸ - A couple of syntax tricks like system('clear') and "exit"

▸ - Better/improved use of dev tools (github, trello, vsCode)

▸ - Takes a lot longer than you think to do!