

Assignment 02: Vertical Slide

Project RPG, by Suspicious Team.

Team Members:

Xavier Casadó (<https://github.com/Akage369>) (*Team Lead*)

Dani Toledo (<https://github.com/Dani-24>)

Marina Albalà (<https://github.com/Vizalt>)

Xavier López (<https://github.com/Xavierlm11>)

David Benages (<https://github.com/Divangus>)

Laia Pachon (<https://github.com/laiapachon>)

Albert Martín (<https://github.com/T4skar>)

Features:

- Game is adapted to be played at 1280x720px resolution at 60fps (With windowed mode & fullscreen support).
- Logo Scene
 - Team Logo + SFX
- Title Scene
 - Game Title Screen.
 - Music.
 - UI : Main game menu. (Start/Continue/Options/Credits/Exit).
 - Load save state from external file -> UI: Continue button.
 - Animated camera movement.
- Gameplay Scene
 - 5 Unique Locations : Town, Shop, Shop 2nd room, Dojo, Tavern.
 - 2 Alternable Playable Characters :
 - Female player.
 - Male player.
 - 1 Team Party member (Shown in battle.) :
 - Valion (mage):
 - 5 NPC Characters with 5 Dialogs :
 - Kukock (Chicken) : Guide. -> Located in Town (next to the shop).
 - Emilio (Pink ball painting) : Dialog -> Located in Town (North).
 - Vincenç (Merchant) : Dialog -> Located in Shop.
 - Luca (Trainer) : Dialog -> Located in Dojo.
 - Dolores Delano (Barkeeper) : Dialog -> Located in Tavern.
 - Pause menu with access to configuration : (Press ESC)
 - Music: Specific tracks for each location.
 - SFX: Specific sfx for each interaction.

- Battle Scene
 - RPG Turn-based battle system.
 - Implementation of 3 Types of Enemies :
 - Bat.
 - Skeleton.
 - Evil Eye.
 - UI
 - UI : Buttons to choose your party member actions.
 - UI : Turn order, current entity playing, attack damage and characters stats information.
 - Animated battle interactions.
 - Music : Specific battle music.

- Configuration Menu
 - Music / SFX : Volume adjustment.
 - Fullscreen mode.
 - Enable / Disable VSync.

- Controls:
 - W/A/S/D : Player movement
 - ESC : Back / Pause
 - SPACE : Confirm / Talking
 - Left mouse button (UI) : Confirm
 - Mouse movement (UI) : Select
 - G (UI) : Show UI
 - 1/2 : Change player sprite

- Debug Keys:
 - F1 : Go to Town map
 - F2 : Go to Dojo map
 - F3 : Go to Shop map
 - F4 : Go to Shop (part 2) map
 - F5 : Go to Tavern
 - **F9** : Show Colliders, debug information.
 - **F10 - GOD mode**: Fly-around mode, infinite stats.
 - 7 : Disable / Enable player movement
 - 9 - Save game data
 - 0 - Load game data

- Concepts & presentations used in this project:
 - Game pillars
 - Art bible
 - TDD
 - Rpg Turn-Based Combat
 - Progression
 - Rpg UI Menus
 - Dialog System

Features / Activities done by each team member:

- Grupal features: (Main required features)
 - *God Mode* : Xavi López
 - *Turn-based battle System* : Xavi Casadó / David Benages
 - *Screen Logo* : Dani Toledo
 - *Screen Title* : Dani Toledo / Albert Martín
 - *Map design* : Laia Pachon, David Benages, Dani Toledo
 - *Map implementation* : Xavi Casadó / Dani Toledo
 - *Playable Character* : Marina Albalà / Dani Toledo
 - *NPC Characters* : Marina Albalà / Laia Pachon
 - *Dialogs* : Dani Toledo
 - *Inputs (Gamepad)* : Xavier López
 - *Pause menu* : Xavier López
 - *Audio* : Dani Toledo / Marina Albalà
 - *Enemies implementation* : Xavi Casadó / David Benages
 - *Battle Screen* : Xavi Casadó / David Benages
- Individual activities: (All features and activities done by each member)
(note that some of this simplified features have a huge working charge & required time to be done)*

Xavier Casadó :

- Entity System (Characters/NPCs/Enemies/Types of entities)
- NPCs implementation
- Enemies implementation
- Stages System (change maps / entities using the same scene module)
- Map Implementation
- Collisions
- Battle System (functionality, GUI, visual effects...)
- Main character sprites

Dani Toledo :

- Logo Screen
- Player Implementation
- DeltaTime Control
- Town map (Tiled)
- Tavern map (Tiled)
- Map Implementation
- FadeToBlack
- Camera Movement
- Fonts & text display
- Dialog System
- Audio Implementation
- NPCs Dialogs
- Introduction Stage (Black Screen with narrative)
- Game Title Screen
- XML Save File
- Escribir este precioso documento PDF

Marina Albalà :

- Player Implementation
- Party members sprites
- NPCs sprites
- NPCs implementation
- Enemies sprites
- Audio Implementation
- XML Save File

Xavier López :

- Configuration menu (Settings)
- GOD Mode
- Debug Information
- Pause Menu
- Controller Inputs
- XML Config File
- Extra: Gui Buttons, XML Save File

David Benages :

- Enemies sprites
- Enemies implementation
- Town map (Tiled)
- Shop map (Tiled)
- Battle System
- Stats
- Player battle sprites (Male & Female)
- Party battle sprites
- Battle Animations (player, party, enemies)

Laia Pachon :

- Party members sprites
- NPCs sprites
- NPCs implementation
- Town map (Tiled)
- Dojo map (Tiled)
- NPCs Dialogs
- Extra: Drawing faces, Starting creating party members sprites

Albert Martín :

- Enemies sprites
- Game Title Buttons
- Town map UI (Player & party members HP)

- Bug Fixing : Xavi Casadó, Xavier Lopez, David Benages, Dani Toledo

Team Organization:

Every week, each member of the group had an assignment which had to be achieved in the end of that week. The work amount has been organized using the Trello platform, which allowed us to classify all the tasks depending on its states. Furthermore, if any problem surged during the development, the member contacted each other in order to solve it.

The vast majority of tasks have been done in time by the team, with some exceptions due to some individual delayments and problems. Also, bug fixing has taken a lot of dedication and time.