OOGASalad – SubTeam Questions

Game Engine

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1. What feature/design problem are you most excited to work on?

The conversation feature we are going to implement. By giving each NPC a conversation object, the Player module will be able to customize any conversation. This would even be able to be extended in a way where NPCs say different things based on the players answers.

1. What feature/design problem are you most worried about working on?

Implementing Rules or Goals. We have discussed this somewhat, but we are having some trouble deciding about how to actually implement it…how broad does it need to be, etc.

1. What is your API designed to flexible about?

We wanted the Player module to be able to create anything they want on the canvas, and organize it however they want, this includes interactions between the player and the NPC.

1. How is your API encapsulating your design considerations?

We are hiding a lot of the implementation from the Player module. They can create a MenuSystem and customize the available items and what happens when they choose the item. Transitions to a new world (map or mode) are as easy as typing toggleWorld(new World). The display and managing aspects of how the games processes will change are hidden from the Player module.

1. How is your API linked to other parts of the project?

The sole communication will be done through the Player module. We provide the framework to the Player. Communication via code is only with the Player module, but communication as a team encompasses the entire project as what the Authoring Environment plans to implement will in the end affect what we as an Engine need to provide to the Player.

1. Briefly justify why you think your API design is good?

Our design is good because it will hide a lot of the back end implementation from the Player. So, in a sense its private nature is “good.” We also plan to utilize inheritance hierarchies and composition to achieve maximum abstraction, the Player will be able to create general RPGs. For example, the Player module can create the battle sequence with a specific Rule object, which will dictate how attacks work (do they do any damage, are they frozen currently, etc.)

1. What is the first thing you plan to implement?

The first thing we plan to implement will be setting up the basic game loop structure. We will then move to implement world creation and specifically, walk around world and battle mode worlds.