**Game Dev Ideas**

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| **Demo** | |
| **Area** | **Info** |
| **Item expansion** | Add more items   * Add moditems tileset to map * Add more items   + Do processing in itemstore =     - If (name.contains(“thing1) elsie if (name.contains(thing2)   Gold coin   * on dark ground near beach area = give electrovelox hint = if I gotmore, would be good   iPods   * Each increases movement speed from 0.02975 * (one inside initial area, one just outside, one in top right, one near lowest sea)   Big Flower   * Increases health for minigames * Infused with vitality-increasing molecules   Wilted big flower   * Poisonous   Floppy Diks   * Storage device from another era * Just has “Zero Divider” written on it * CRASHES GAME   Cigarette   * Embued with the name Joe’s Ciggie * I don’t recommend smoking * Halves movement speed(not revealed)   Syringe   * Doubles movement speed (not revealed) * The common stimulant “STH06” (Sonic ref) * Very potent   Disc   * Instant * Xadu ask wether to readit = boolean openToReading .. Press R to read data * Actually a virus * Ship becomes unresponsive. Im stuck here forever! * Makes you go to exit state   GasMask   * Helps you fight mushroom   Armor   * Helps you fight all   Something that teleports you |
| **Finish progression** | Check u cant go through water  Magistructor orb can create “magistruct replica” of wood tiles extend that to ship (unblock path)  Ship is a huge enemy with a huge protected item. Grabbing anywhere will make all items disappear  Add enemy minigame system = use “minigame state” (just minigame, nothing there, but ESC button)  Minigames have max 3 tries  Go back to Xadu  Have some dialogue = you wouldn’t believe what happened! So unreal. U can tell me on the way home  USE hasBeenSHown on popup = when true, enter exit state |
| **Audio** | Get audio working in IDE   * Try using LWGL “oggstream” * Try using newer LWJGL * Try setting system path * Try removing 32 bit DLLs   Get  Use fugue  Menu music  Background music  Sound for collecting items  Cryocapacitor use = icy sound  Magistructor orb use = stretching sound |
| **Deployment** | Compress and upload to google drive  Send off to Vick and jazz, Ben  Not sure I should continue anyone wants to play a game that isn’t like a triple A game But will continue if u like  IF you find bugs/give a lot of feedback, your name will go in the credits ads a tester |
| **Minigame** | Every minigame   * Start = popup = Xaidu preps you   + We’ve got a live one on our hands! Get ready!   + Reading his/her mind, his/her name is \_   + Beware of <special attack> (eg. Mycovolence spores spray, Viridash heat, Tree root)   + Enough of your contestant, lets analyse you!     - From the <itemlist> , your health is increased by X% of original (100)     - Due to that slick weapon you’ve got, your damage is X% of original (bare hands)     - What great luck! That <special item> will enable you to resist <something something>   + Your chance of winning is at X% (random 10%)   + Now go get him/her tiger! * Gameplay   + Boss     - Has health too   + Trevil     - top 2 thirds of the screen are covered in small versions of the evil tree (leftover resources)     - They slowly advance. You have to bash your way through them to get to the main tree.     - Special = Root can push you back (represtned as dirt tiles pushing you)   + Mycovolence     - Gross bugs and worms comes from top center (leftover resources) (particle emitter??)     - Touching them makes you lose health     - They can be killed     - Special = You lose health over time due to mushroom spores. Gas mask makes you immune   + Viridash     - Stays in top right     - Sprays fireballs over map     - Special Attack = heat very close to it makes you loose health   + Ship     - Actual cannons surround you (leftover sprites)     - Constantly shooting randomly     - Gunpowder barrels in croner     - You have to hit them and explode them to make nearby cannons disappear     - You win when you destroy them all * End =   + “Xaidu: Well done! You’ve defeated \_. We’re getting closer to home!, just keep pressing on” |
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| **Extra** | |
| **Area** | **Info** |
| **Opening Cinematic** | A big crashing sound is heard.  The screen slowly fades from black into a scene. |
| **Inventory** | Modelled as a new state  Background is medium dark brown  There is a grid of all the items you have picked up  Each item has a white background + black square border  Clicking on an item puts a white selection square around it  Information is displayed in a preview area  NO DROP BUTTON  Exit to Game Button  Button makes inventoryOpen = true;   * When inventoryOpen, turn off input * draw a brown square (same X as menu, lower Y) * For every item in player inventory, create a button. This button will load up a popup   Pressing control allows the selection of multiple items  Combine Button |
| **Score** | A “timer” goes during PLAY state and minigames  Score is calculated at end  Starts with large number  Time used = deductions  Lives used = deductions |
| **Error Handling** | Enclose MAIN method code in try and catch  In catch , add error popup  Find out best place for "libs deleted" issue (where does it hit first?)  Email "AAAdevteam@gmail.com" for errors |
| **Minigame Improvement** |  |