**Game Dev Ideas**

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| **Demo** | |
| **Area** | **Info** |
| **Game story** | ActionStore cannot handle Enemies and Items, thus ItemStore will get most of the code  Research using TreeMap to hold images  EnemyStore = when item goes, enemy goes, new state entered  Each enemy is associated with a certain crystal name string  Crystals   * Use counter to keep track of crystals * Crystal placed = part of gate lights up * Lit up gate parts are under walls = use replacement * All crystals placed = gate disappears   Player picks up special item  If you get close enough to Ship, bring up popup about electrovelox  E = use magistructor orb to create “magistruct replica”  Gold is an eventItem Cannon minigame starts, medium difficukty, keeps repeating until you pass  When you pass, re-enter play state  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** | 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 |

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| **Extra** | |
| **Area** | **Info** |
| **Opening Cinematic** | A big crashing sound is heard.  The screen slowly fades from black into a scene. |
| **Dialogue** | Dialogue extends Popup  Dialogue has an image of the person speaking next to their text |
| **Nicer hint movement** | Position of Alert = cycles through 2 3 4 5 4 3 2 .. change array position? |
| **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 |
| **Hidden item** | Looks like ground tile with pebbles, actually has item  Use layers of tiles to achieve |
| **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 Implementation** | Challenge class = A game state modelling most minigames   * + You have 100 health   + Intelligent heal system (use small potions first)   + When you lose 100 health, enter game over screen   + Retry minigame until you win or lose all lives     - Win = back to play state     - Fully dead =       * Game Over state shows different text       * Has exit button       * Play state is reloaded |
| **Evil Tree and Mushroom** | Minions in leftover resources try to get you |
| **Cannon Ball Minigame upgrade** | Use sprites in leftovers  Can come from any direction |