**Game Dev Ideas**

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| **Version 0.1** | |
| **Area** | **Info** |
| **Finish progression** | Magistructor orb can create “magistruct replica” of wood tiles extend that to ship (unblock path)   * Undertiles on tiledmap * ObstacleZone * Obstacle   Ship is a huge enemy with a huge protected item. Grabbing anywhere on ship will make all items disappear   * Try doing protected item   Testing:   * Ensure u cant go into water * Ensure magistructor works * Ensure grabing on ship makes items disappear   Create “Challenge state” (bit of text, just ESC button to get back to play state  Make it so protected items make you enter a new state = EXTEND InstantItem!  Add riddles to challengs = CLICK BUTTON TO REVEAL ANSWER  e.g. chemistry one = CON = 12+16+14=  e.g. <INTERNET!>  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** | Follow deploy instuctions!   1. Read the advice below:    1. Advice:       1. Read all information boxes very closely!       2. They reveal, subtly, how you can progress! 2. Download the game here (FULLY LINKED) (NB: Windows compatible only) 3. Extract the game    1. Requires a program like 7zip    2. Don’t delete “required” folder … it isn’t named like that for nothing :D 4. Play the game by clicking on SlickGame.exe 5. Please take this short playtesting survey! (LINKED)   Make surveymonkey   * Thankyou so much for playtesting my game! * I’ve probably done more than 24 hours of work on it, so I really appreciate it! * Please answer as many questions as you can about your experience 😊 * What was your favorite moment or interaction? * What was your least favorite moment or interaction? * Was there anything you wanted to do that the game wouldn't let you do? * When did you feel the most clever? * If you had a magic wand and could change any aspect of the game or your experience, what would it be? (No restrictions!) * How much time did you feel like you were playing for? * Did you notice/experience any anomalous behaviour(s)? (e.g. bugs) * Yes = What behaviour? * Please rate this game on its difficulty?   + Impossible!   + Hard   + Moderate   + Too easy! * I am still deciding whether to continue development * The next version, version 0.2, would have:   + - Making proper boss battles, not just riddles, which would involve:       * Explosions!       * Minions!       * Weapons!       * Damage!       * Crime! (just kidding)     - Larger map, with more areas and decorations     - An inventory button to see your diversity of items!     - A longer, more challenging “quest”     - More items, and more effects * Are you interested in version 0.2? * What new features excite you the most? * Are you ok with your name going in the credits as a playtester?   + Full name is fine! I’m proud of being a playtester!   + First name only please! I keep a low profile   + No. I hack on the deep web |

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| **VERSION 0.2** | |
| **Area** | **Info** |
| **Extras +**  **Minigames** | Make entity stores static  Make popupdisp global??-draw onto agc?  Make player global?  Make global constructor that is run in loading state?  Player has internal health, when drops to zero , becomes injured .. must heal itself before doing a challenge = slower movement speed , crawls on ground  Minion class?  Minigame items   * Second cryocapactiro * Can use on trevil or very? * Needs “gyrofocuser” to keep around body and help against Viridash?   Wilted big flower   * Poisonous   J   * GasMask * Helps you fight mushroom * Armor * Helps you fight all * Big Flower * Increases health for minigames * Infused with vitality-increasing molecules   Every minigame  Minigames have max 3 tries   * 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.     - Just keep coming, speed up over time     - Make them 48x48     - Model columns of them as stacks?     - 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” |
| **Opening Cinematic** | A big crashing sound is heard.  The screen slowly fades from black into a scene. |
| **Special Ice Area** | When you destroy dead trees, and you go on big ice square, you get cold  There is a cold meter that rises  If it reaches maximum, you become an somewhat transparent icetile with an alien underneath  You move very slowly  Only way  Extra = This is only way to verse dragon |
| **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 |