**Game Dev Ideas**

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| **Demo** | |
| **Area** | **Info** |
| **Game story** | Get the spear  get past jaguar to escape jungle half  Encounter placeholder animals to get crystals (one crystal is near ship)  Crystals unlock gate  Gate unlocks magic device for levitation  Lets u fly 10 spaces get to ship, cannon minigame starts, you get 3 tries, but its low difficulty! afterwards, your back at ship with huge bounty from ship Popup comes up about going home |
| **Audio** | Use fugue  Menu music  Background music  Sound for collecting items |
| **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  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 |
| **Minigames** | 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   Ideas:   * Jaguars chasing   + jaguars leap   + smaller area to move in   + dark jungle outer area   + jaguars pause at edge, then "leap" * Small snakes and big snake boss   + Made of small squares * Villagers   + Spears?   + Arrows? * Elemental stone puzzle * Stalactites falling from above |