**Game Dev Ideas**

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| **Demo** | |
| **Area** | **Info** |
| **Game story** | Highest = free to take  Mid = bad tree  EventItem class?  Enter placeholder states when you grab crytals  Crystals can be placed before gate  When 4 crystals placed = Gate disappears  Gate has a “Magistruct item” , Popup comes up , explaining how it can be used to build structures the user desires. One use only  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 go back to ship, with gold, Xadu talks to you  Afterward, game enters 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 |