**AAA Development**

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| **Area** | **Info** |
| **Popup** | Reduce time between characters  Disable input when a popup is active |
| **Hints** | Brings a popup with some info about what to do next in the game |
| **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  *Advanced*   * *Pressing control allows the selection of multiple items* * *Combine Button* |
| **Enemies** | Very similar to items. Static image that disappears after collision  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 |
| **Audio** | Background music  Sound for collecting items  Sound for enemy encounter |
| **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 |