**AAA Development**

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| **Area** | **Info** |
| **Popup** | Create a new utility UI class  Popup is a medium dark brown square located at a certain R,C on tile grid  There is always a “Click anywhere” at the bottom  Clicking switches to the next string in an arraylist  When the arraylist is empty, the popup closes |
| **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 |

**Game Experience:**

A big crashing sound is heard. The screen slowly fades from black into a scene. There is an alien ship laying on the ground. It has scorched and burned the ground around it. The scenery is a jungle scene. There are palm trees, plants and flowers. There is dark soil around as well. There is a small range of plants

A popup appears at the bottom. The text looks like it’s being typed out.

“You: Where am I? … “

“You; I was supposed to awake from cryosleep on my home planet”

“You: Something must have happened to Xadu”

“Xadu: Kaxo, I crashed when a solar flare damaged my electrospacemotor circuits”

“Kaxo: Xadu! You surprised me! I’m so glad you’re still alive!”

“Xadu: I do not dissipate that easily, my friend”

“Kaxo: You must be quite hurt though. It seems will we need some conductive material to repair you”

“Xadu: Indeed. This rich planet is bound to have some. Have a look around”

A red exclamation mark appears on the HUD. You click on the book/quest button. You have new quest. It is represented by a gear on the left. The preview says “We need a conductive material to repair the ship. Have a look around!”.

After Kaxo, when Kaxo walks up to Xadu, an “Interact” button comes up. When clicked on, or Q is pressed, Xadu says “Found any conductive material yet?”, then you say: “Not yet”.

Kaxo walks around and realizes he is surrounded by rock. He finds some gold pieces near a shrine. The quest preview changes to “Keep finding more conductive material. We have 2% of what we need”.

After going back to Xadu with the gold, and interacting with him,

Xadu says “This is perfect! With a significant amount of this, we will back home in no time!”.

Kaxo says “Great!. I need some help though. The area is surrounded by rock!”

Xadu says “I’ll apply a psionic lifter to one of them. That should help”  
Kaxo says “Great idea. Thankyou”