

## **SCRIPTING 3 TURN-BASED TDD**

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### ***“Betrothed”***

A turn-based action-adventure game in which you must combat enemy after enemy, choosing one of two upgrades after each battle.

#### **CONTROLS:**

- A+D keys to move currently equipped item side to side.
- Left-click to attack.

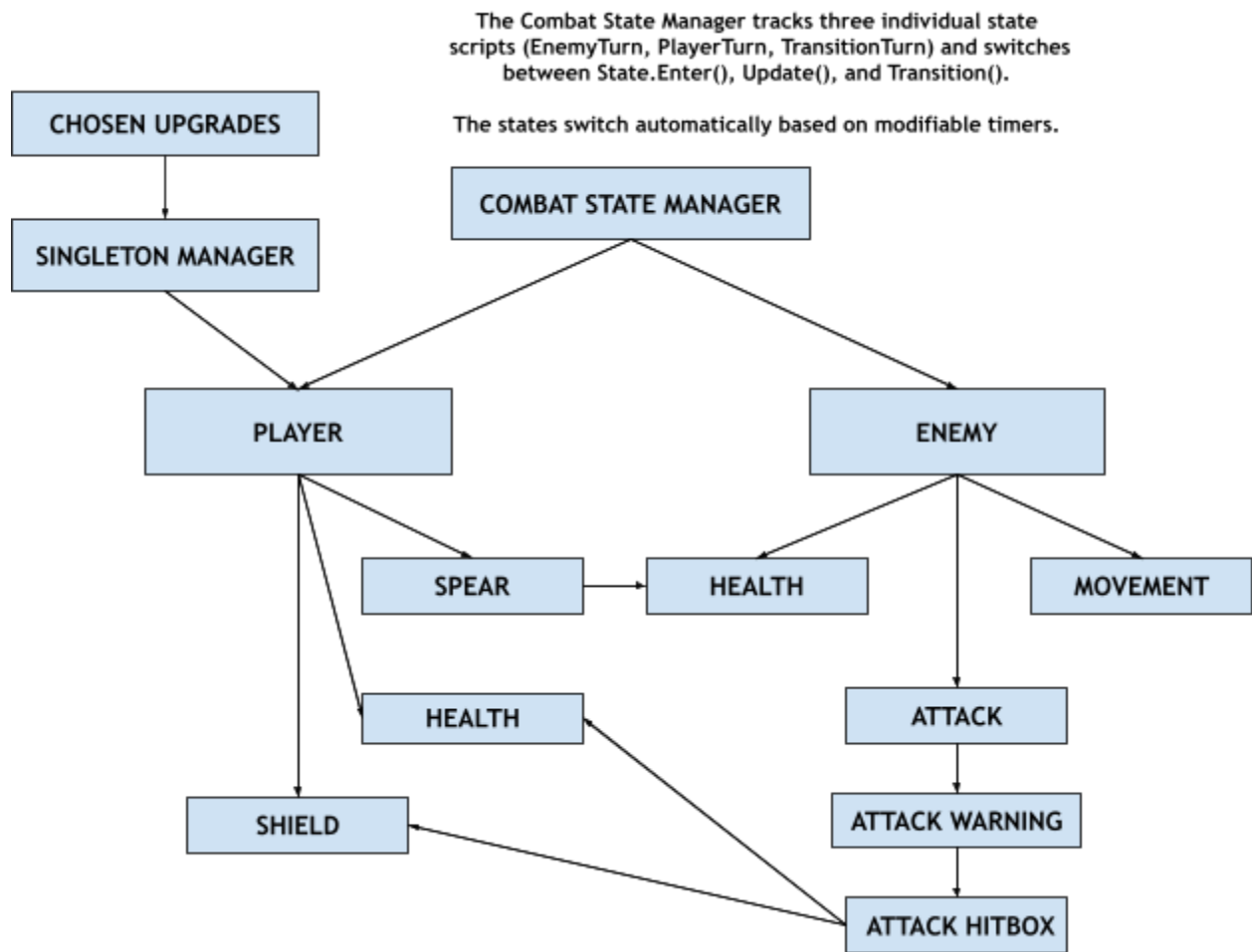
#### **COMBAT OVERVIEW:**

- When you are wielding the spear, attack the enemy by moving toward their sprite and left- click to attack.
  - Alternatively, hold down the left-mouse button to do a powerful charge attack.
- When you are wielding the shield, move it toward hazard indicators to block incoming damage.

#### **PROGRESSION**

- The progression is mostly simple and linear. Battle enemy after enemy, and between each enemy, your only source of non-linear progression depends on the specific upgrades you had chosen.
- The playthrough goes as follows -> *Menu, Tutorial Text, Battle 1 (Rat), Transition 1, Battle 2 (Skeleton), Transition 2, Battle 3 (Two rats), Transition 3, Battle 4 (Spider), Transition 4, Battle 5 (Boss), Outro.*
  - There is an option to initiate a new game plus once you are in the Outro, in which the game runs through all of its 5 battles once more but you retain all of your previous upgrades, tracked by the Singleton Manager.

Below is a diagram to visualize how the scripts communicate with each other.



For any combat scenes to work, all of these scripts must exist. To adjust the enemy combatant, it's as simple as modifying public variables and an enum. Combat begins with the singleton manager giving the player attributes, based on their previously chosen upgrades (if any have been chosen up till that point).

The player's parent script is spoken to by the combat state manager.

The state manager tells it to instantiate a spear (with its own script) during the player attack turn, and it tells it to instantiate a shield during the enemy attack turn.

The same happens with the enemy; the state manager speaks to the enemy's parent script, which then tells it whether it should be moving at full speed (during player attack turn) or half speed (enemy attack turn), and whether to allow attacking during its turn.