Every so often for the past couple of years I’ve been in college, I worked on a small terminal-based version of A Simple Fighting Game called ATK/DEF. It was written originally in C#, but later switched to Java due to my familiarity with the language. My progress for this week is taking the objects I made in java files and translating them back to C# to be written as they would have been.

I have been mostly successful as the Object code for the Player, AI Enemies, and their classes were all translated without many problems. The class I used to contain the game itself (logic, rules, etc.), has not been translated yet. Because I’m unsure of how that is to be represented in the Unity implementation of this game.

Also, I found a free warrior sprite on the Unity Asset store that should prove useful when I attempt to work on his class.