

# **NEA**

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# 1 Analysis

## 1.1 Dungeon Crawlers

A dungeon crawl is a scenario in role playing games in which the main character navigates a dungeon environment often solving traps or fighting monsters to progress through the level. A video game or board game made up of predominantly dungeon crawls is considered to be a dungeon crawler.

Most dungeon crawlers have a fixed map that is the same every time which can lead to little replay value as it can be boring to replay the same map over and over.

## 1.2 The Problem

Dungeon Crawler style games can be boring and repetitive, this means they can have little to none replay value. Additionally a lot of Dungeon crawlers have a steep learning curve that makes it hard for new or casual players to fully enjoy them. These games are also very complex often demanding lots of time for a simple playthrough. In addition, Non-Computational Methods are inconvenient as they can take up a lot of space, take a long time to set up and you cannot save your game state to pick it up later easily.

## 1.3 Stakeholders

### 1.3.1 Survey

I chose a set of questions in order to survey my stakeholders and help me find success criteria for the project to fulfill their needs.

1. How often would you say you play video games on a scale of 1-10 (1 being every other week 10 being every day)
2. Do you have any specific or requirements for this computer game?
3. How would you use this game?
4. Would you say you have the time to commit to learning a complex or unintuitive game?(yes, probably not,no)
5. How long would you say is your average gaming session?(1-5 hours)
6. Which different ways do you play video games?(multiple choice: controller, wasd, arrows)
7. Have you played any Dungeon Crawler games(e.g. Legend of Zelda, Binding of Isaac, Dead Cells, Hades)?
8. If not would you want to try a Dungeon Crawler Game?
9. Rank the features of classic dungeon crawlers you dislike the most(Lack of Replayability, Long Unskippable Cinematics, High length of time required for a playing session, The Learning Curve, The Difficulty)
10. Rank the features you think are most essential for the game to be enjoyable for you(Procedurally Generated Dungeons, Loot to Collect and utilise, Some Sort of skill tree, Co-Op mode, Puzzles, Hidden Areas)

### 1.3.2 Survey Results

Time available:

On average my stakeholders session length is around 2 hours for a single game. On average they play videogames almost every day however there is one that plays infrequently. Because of this I will have to try and make it easy to pick up without much you have to remember about previous sessions.

Most of my stakeholders do not have time to commit to learning a complex or unintuitive game and so I will have to make the game easy to pick up but still have complexities for those who want a challenge.

All controlling mechanisms were popular but WASD was the most so I will prioritise that.

50% of my stakeholders have played dungeon crawlers and so may be experienced with it but 50% have not so I should aim to make it a good introduction to the dungeon crawler genre with the potential of adding optional difficulty for those more experienced.

Disliked Features (Ranked most to least disliked):

1. Lack of replayability.
2. High length of time required for a playing session.
3. The Learning Curve.
4. Long Unskippable Cinematics.
5. The Difficulty.

Due to this I will focus on replayability through the use of procedural generation whilst still aiming to exclude the more disliked features.

Liked Features (Ranked from most to least liked):

1. Some sort of skill tree.
2. Hidden Areas
3. Procedurally Generated Dungeons.
4. Loot to collect and utilise (e.g. weapons).
5. Puzzles.
6. Co-Op Mode.

Because of this I will prioritise getting the more liked features done and exclude some of the less liked features from my success criteria.

### 1.3.3 About Stakeholders

Name	Description	How they will use my product
Samuel Vanderstelt-Hook	18 year old Male Sixth Form Computer Science Student, Casual Gamer who enjoys a wide range of games.	Sam will use my solution for casual gaming for fun as a break from his studies. He has stated needs for a game that is replayable and gives him a reason to come back to it.
Daniel Olde Scheper	18 year old Male A Level Computer Science Student	Daniel will use my solution as a way to relax from his A-Level Studies. He has stated needs for a fun, replayable and easy to pick up game.
Peter Dunn	17 year old Male College Student and aspiring hobbyist game developer.	Peter will use my solution as a form of entertainment after studies and as he loves Dungeon Crawl Style games. He needs a replayable game with an intuitive combat system.
Sadiya Shorkar	17 year old Female Student and Casual Video Game Enjoyer	Sadiya will use my solution as a form of casual entertainment for short sessions. Sadiya has seizures and so needs accessibility options like volume control and options for less vibrancy.
Penelope Castiau	18 year old Female Sixth Form Student, Avid Computer Gaming Enjoyer and Hobbyist Streamer.	Penny will use my product for entertainment purposes and to play on stream. Because of this Penny needs subtitles to make the game easy to follow for viewers.
Steff Stylianatos	17 year old Female College Student and Game Developer	Steff will use my product to relax from studies. Steff needs a replayable game but also want it to be engaging.

## 1.4 Research

### 1.4.1 Existing Solutions

#### Edmund McMillen's The Binding of Isaac

Edmund McMillen created the popular dungeon crawler roguelike The Binding of Isaac and released it on Steam<sup>(1)</sup>. This game was relatively unique as it had procedurally generated dungeons using a system of rooms that tesalate with each other.

The procedurally generated dungeons consist of different shaped square based rooms that tesalate and are generated next to each other in a psuedo random fashion whilst obeying a set of rules. The mobs that spawn in each room can vary but there is usually only one or two enemy types per room and as you go up levels the amount of enemies and difficulty the pose increases. This system allows for every playthrough of the game to be different to the next with the same recurring theme/difficulty which allows for lots of replay oppurtunity. This would be an appropriate way for me to fix the replayability issue.

I like the games simple UI design as it clearly indicates all the necessary parts. The Map also shows the basic stucture of the level without revealing too much. I want to take inspiration from the simplicity of ui in order to help my game be intuitive.

However, the game has a couple issues that mean that it does not completely solve our problem. First is the steep learning curve that the game presents which, although to some is a welcome challenge, can put off new or less experienced players especially due to its roguelike nature meaning when you die you start from scratch. The game also has an unintuitive movement and fighting system as there is only really quad directional projectiles and a simple walking design which when combined contributes to the steep learning curve. These are some of the features I will not include in my product opting to instead try for an easier approach by allowing scaleable difficulty and oct-directional movement and attacks.



Figure 1: A screenshot of The Binding of Isaac UI and Map

## Motion Twin's Dead Cells

Motion Twin created the roguelike dungeon crawler and metroidvania Dead Cells which is released on steam<sup>(2)</sup>. This game is known for its permadeath system and its procedurally generated dungeons.

The way Dead Cells uses procedural generation interests me as it allows for there to be some fixed attributes to the level whilst still allowing elements of randomness. The developers talk about how they do this in a video devlog<sup>(3)</sup>, here the dev talks about his system of having a fixed structure for each level almost like a skeleton. This skeleton will include stuff like important rooms along the way and how much distance of rooms has to be between them. It then fills in all the spaces for rooms with one of the many handmade rooms made by the developers. After one room has been chosen for a spot this leaves less choice for the other spots as the rooms need to join and flow into each other properly and so as it chooses more of them the structure of the level is determined similar to the wave function collapse algorithm<sup>(4)</sup>.

This style of generation allows for a unique experience each time whilst keeping a hand crafted and natural feel to the levels that is often lost in other techniques. Because of these advantages I will take heavy inspiration from this style of procedural generation for my level generation in order to make them more unique.

However due to the game being aimed at more hardcore gamers with it being part of the roguelike genre it can often appear complex and offputting to newer players who don't like the idea of taking multiple runs just to have very little to show for it and not much forward progress in the game. Although the game is a side on game I think that I will use the idea of its procedural generation as inspiration in my product as well as aiming to forgo some of the game's more complex or challenging mechanics such as permadeath in order to create a more accessible game.

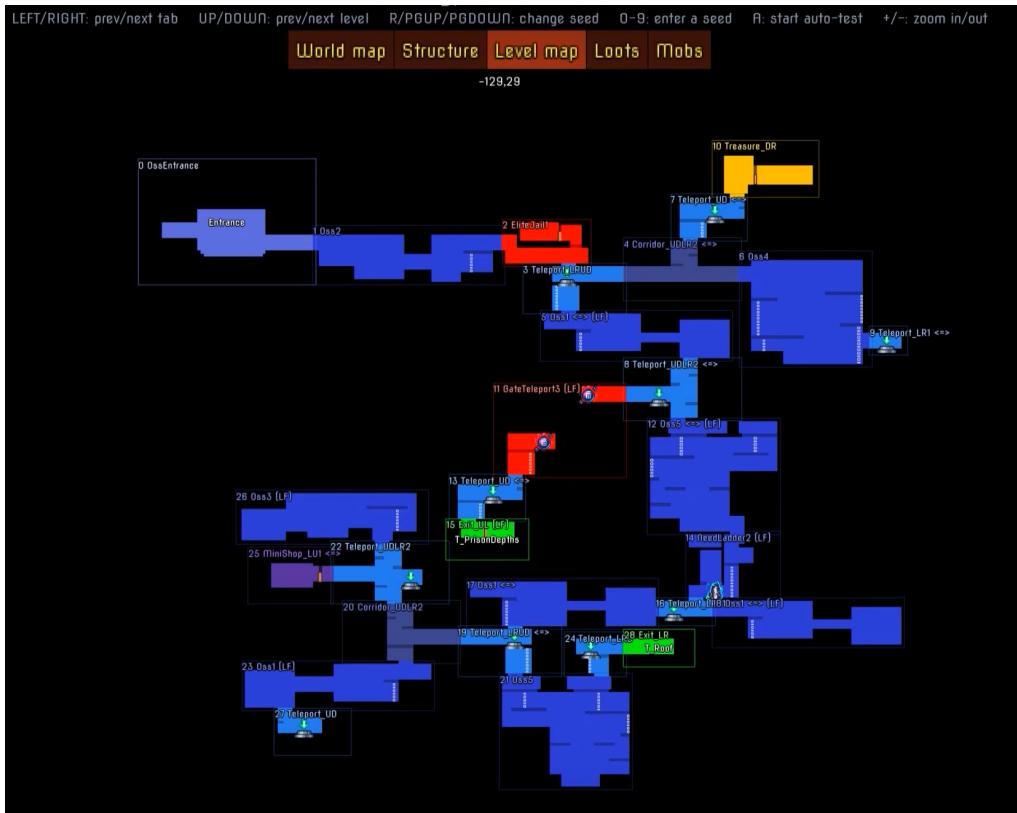


Figure 2: Dead Cells Level Generation Example

### Nintendo's Legend Of Zelda Breath of the Wild

Nintendo created the open-world dungeon crawler which is released on the Nintendo Wii U and the Nintendo Switch<sup>(5)</sup>. This game is known for its open world approach to dungeon crawlers as well as its easy to pick up nature for first time players.

The game starts with a tutorial that teaches players the mechanics of the game (combat, exploration, and resource gathering). This tutorial helps players into the world without overwhelming them, offering opportunities to learn at their own pace which helps reduce the steep learning curve of other games in the genre. The open-world nature of the game also adds to its replayability, allowing the player to take many different routes to complete the game. However, while the game's size allows for a lot of replayability, the volume of content and time required to explore everything can reduce its effectiveness as a game that can be picked up easily for shorter sessions. Its 3D world and complex systems are features that would be too tricky to implement within the scope of an A-level computer science project. It also does not fully fit the dungeon-crawler genre, particularly as it is less dungeon-focused.

I want to take inspiration from the open-world nature of the game to allow different routes through my game to increase replayability as well as its approach to tutorials in order to make the learning curve steeper. On top of this another feature I would like to take inspiration from is the intuitiveness of the combat system which is easy to learn but hard to master in particular its feature of being able to lock onto enemies.

Some features I will not be including are the 3D nature and the overall content heaviness as well as the focus less on dungeon crawling as I believe these would be unnecessary features which would drive up the complexity of the solution both to make and run.



Figure 3: BOTW tutorial map

This map shows how the BOTW tutorial has the different "shrines" placed to help the player learn the basic mechanics of the game.

## 1.5 Limitations and Requirements

Requirement	Description	Justification
Hardware	PC or laptop with a Keyboard or Game Controller, minimum of 4GB RAM. For Windows/Linux: x86_32 CPU with SSE2 instructions, any x86_64 CPU, ARMv8 CPU. For Macos: x86_64 or ARM CPU. Integrated graphics with full OpenGL 3.3 support	These are the requirements for running an executable from Godot. The keyboard(WASD) or controller is needed as the input for the game.
Software	I will be using the Godot Game Engine and GDScript to program my game.	I will be using Godot as it is a good 2D game designer that is Free and Open-Source it changes less often than alternatives such as Unity. On top of this I have prior experience in Godot and GDScript.
OS Limitations	For Native Exports: Windows 7 or newer, macOS 10.13 or newer, Linux distribution released after 2016 For Web: Firefox 79, Chrome 68, Edge 79, Safari 15.2, Opera 64	Godot can export easily to any of these platforms and more accessibility is good and I can also export a HTML5 version to be hosted in a website such as <a href="https://www.itch.io">https://www.itch.io</a> .
General System Limitations	A visually or auditory excellent experience	I do not have the experience with shaders or music and sound effects to add these features to the game in this time and it would make the game requirements higher.

## 1.6 Features

### 1.6.1 Essential Features

Feature#	Feature	Description	Justification
1	Player Movement and Controls	The player will control movement using the WASD keys for up, left, down and right respectively Q will trigger a dash. Alternatively they will use the left control stick of a controller.	This will be used to navigate around the Dungeon environment and WASD was the most popular control mechanism for the stakeholders with controller close behind. The controls of my game aim to follow the stakeholder feedback aswell as the general controls that seemed to be favoured in my research
2	A Basic Combat System	The combat system will consist of a primary weapon (melee, magic or ranged) on mouse-1/1 key/X button and a shield or secondary weapon on mouse-2/2 key/Y button. I will have to implement projectiles and hitboxes for both the player and enemies.	A basic combat system is essential as it will provide the main difficulty and entertainment within the game. The existing solutions all have at least a basic combat system as one of the driving forces for progress through the game.
3	Dungeon Environment	The Dungeon Environment will consist of different shaped rooms with different purposes(e.g. boss room, chest room and shop room.) with hallways connecting inbetween them and a starting room.	A Dungeon Environment is essential as it is the environment the player will play in. All the existing solutions had dungeon environments as this is an essential part of a 'dungeon crawler'.
4	Different Enemies	The Enemies will consist of a variety of enemies that attack the player with different patterns and have different looks and animations.	This is essential as it will add variety to the gameplay and each enemy will provide a challenge to the player as I saw it used during my research.
5	Appearance and Animations of the Player	The Player will have a recognisable appearance aswell as animations for all its actions such as walking and fighting	This is essential as it tells you about where your character is aswell as what they are doing even if the animations are basic like in Binding of Isaac.
6	Login System	Users will be able to login in order to save and reload their progress. The login system will use a username and password with the details being encrypted and stored in an external database. Their will be options for signing in or creating a new account aswell as resetting your password.	This is an essential feature as saving progress is essential for making the game replayable. All the Existing solutions I looked at either had login systems or used an existing login system (e.g. steam) in order to manage seperate user saves.
7	User Interface	A Simple UI that shows status indicators like health, weapons being used, enemy health and magic points.	This would allow the player to be aware of the characters health and communicate necessary information for playing the game as I found through the Binding of Isaac UI.

### 1.6.2 Desireable Features

Feature#	Feature	Description	Justification
8	Weapons and a more Advanced Combat System.	A system of weapons where you can get them from boss drops and potentially shops and a combat system with normal, charged (based on how long you hold down) and special attacks (using a special key).	Different weapons will allow each player to have a playstyle more customized to them and will allow for the player getting stronger as they progress more. An advanced combat system will allow for a more smooth and enjoyable fighting experience as I saw through my research into Dead Cells and BOTW.
9	Skill Tree	A skill tree to unlock unique skills/abilities and get better at using existing skills/weapons. You would gain points from playing the game and can then put them into different areas in order to create a customized character build	This would further allow the player to choose their own play style and add an element of replayability where you can try going for a different build each time you play. This was also requested by the stakeholders and can be seen in Dead Cells.
10	Procedurally Generated Dungeons	The Dungeons would be procedurally generated whilst keeping some amount of structure (e.g. the same amount of distance between bosses and key rooms). This would happen through many similar small room sections that can be slotted together in order to make a full dungeon.	This would create a more engaging game which is different each time you play it and therefore increase replayability exponentially as the different combinations of room increases. This was also requested by the stakeholders and was used in Dead Cells to allow for greater replayability.
11	Hidden Areas	Secret areas that can be unlocked through ways such as progressing further in the game and coming back or through puzzles/fake walls. Could have secret loot or bosses.	This feature was highly requested by the stakeholders and can be seen in a lot of existing solutions and would allow for more time spent having fun in the game through finding these areas.
12	Inventory System	An Inventory to be opened with the E key or the + button through which you will manage equipped weapons, key items, skills and more.	An Inventory System is an essential feature if we want to add more weapons/weapon types and a skill tree. It can be seen in BOTW and less complex in Dead Cells.
13	Settings and Volume Control	A settings page to control the volume of noises as well as the vibrancy of colours.	One of the Stakeholders has requested this as a feature to help the game be more accessible to them.
14	Difficulty Levels and Hardcore Mode	A Difficulty level selector which allows the user to up the difficulty(damage the enemies do etc) and a Hardcore Mode which switches the game to a roguelike format with separate save state to the normal game.	50% of the stakeholders are experienced with Dungeon Crawlers so in order to help the game still be reasonably challenging for them I will add a difficulty slider.

## 1.7 Success Criteria

Criteria #	Abstraction	Success Criteria	Success Indicators
1	Players to be able to control and move the player using both the WASD keys and a controller.	1.1 W key - Forward 1.2 A key - Left 1.3 S key - Backward 1.4 D key - Right 1.5 Q key - Dash 1.6 Left Control Stick directional movement corresponds to player movement.	WASD/Left Stick direction - Move in that direction Q - Faster movement in direction player is facing
2	Players to be able to have different weapons and attack with them.	2.1 mouse-1/1 key/X button - Primary Attack 2.2 mouse-2/2 key/Y button - Secondary Attack 2.3 Add a basic melee sword 2.4 Add a basic ranged bow and projectiles 2.5 Add a basic magic staff and projectiles 2.6 Add a basic magic staff with area of effect attacks 2.7 Add a hitbox for the player 2.8 Add a health bar for the player 2.9 Make sure all attacks go in the direction the player is facing	Attacks are triggered when their corresponding controls are pressed. Melee attacks affect all enemies within range in the direction the player is facing causing them to lose health. Projectiles launch on a ranged attack and travel in the direction the player is facing Area of effect attacks spawn an area around the player that slowly damages enemies that come into it. Enemy attacks cause player health to go down. Player health accurately displayed on a health bar in the UI
3	A Dungeon environment for the character to walk around and different rooms	3.1 Walls that you cannot walk through 3.2 Floor of the Dungeon 3.3 Interactive chests for loot 3.4 Separate Boss, Chest and Monster Rooms 3.5 A room Door that only opens on a certain condition 3.6 A Dungeon Environment built out of the rooms and corridors	Ability to walk around the dungeon environment and remain contained by it. Ability to open chests and receive a specific quantity of random loot from a pool. A level built out of specific purpose built rooms and corridors.
4	Different Enemies for the player to face including bosses	4.1 Enemy Sprites 4.2 Enemy Pathfinding Abilities 4.3 Enemy sight range 4.4 Enemy hitbox 4.5 Enemy health tracking 4.6 Melee Enemies 4.7 Projectile Enemies 4.8 Boss Enemies with different attack combinations	Enemies have distinct and visually recognisable sprites with smooth animations. Enemies navigate around walls and obstacles and follow the player. Enemies detect the player within a certain range and react. Player attacks are registered and decrease enemy health. When an enemy's health runs out it will die. Melee enemies attack the player within close range.

5	Appearance and Animations of the Player	5.1 Player Sprite 5.2 Walking Animation 5.3 Player sprite turns to face the direction of movement 5.4 Melee Animation 5.5 Magic Animation 5.6 Dash Animation	The Player has a distinct and visually recognisable sprite with smooth animations for walking, melee attacks and others. The direction of the player changes based on last direction moved.
6	Login System	6.1 Password Hashing Algorithm 6.2 SQL Table to store username and hashed password pairs 6.3 Ability to create a new account with unique username 6.4 Validation of Usernames ( $1 \leq \text{chars} < 15$ ) 6.5 Input Sanitisation (Removing any escape chars for SQL before sending the command) 6.6 Ability to log in with an existing account and correct password 6.7 Ability to reset password (With challenge question) 6.8 A general login form which links the other forms. 6.9 Ability to delete an account.	Uses a strong hashing algorithm with salting. Username password pairs are stored in an SQL table. Users can only create an account if the username is unique and between 1 and 14 characters. Prevention of SQL injection attacks. User's can login with credentials. User's can reset their password. A general login form links to registration, password reset and logging in.
7	User Interface	7.1 Health Bar 7.2 Magic Points Bar 7.3 Display of the weapon being used 7.4 Popup display with enemy health over their head when they get damaged 7.5 ability to switch between weapons	Displays Player health and MP accurately and updates dynamically. Clearly indicates which weapon is being used. Clearly displays enemies health when they get damaged. Allows switching between weapons.
8	Weapons And a More Advanced Combat System	8.1 Different Styles of melee, magic and ranged weapons 8.2 Boss Drops 8.3 Shop System that appears throughout levels 8.4 Charged Attacks (based on how long you hold down) 8.5 Special attacks	Distinct different weapon styles, levels and dynamics. Defeated Bosses drop unique or rare items. Shops can appear throughout levels. Holding down attack button increases power of attacks. More powerful secondary special attacks.
9	Skill Tree	9.1 UI Menu for the skill tree (Some skills required before others unlocked). 9.2 Different Branches (Melee, Ranged, Magic, Defense) 9.3 Experience system. 9.3.1 Experience gained after killing enemies/bosses 9.3.2 Different experience amounts required for different skills 9.4 Ability to unlock skills 9.5 Ability to reset your skill tree	A user-friendly menu displaying skills and prerequisites. Separate branches for Melee, Ranged, Magic and Defense skills. Players gain xp from defeating enemies and bosses. Different skills requiring different amounts of XP to unlock. Players can spend XP to unlock skills. Players can reset and redistribute points in the skill tree.

10	Procedurally Generated Dungeons	<p>10.1 Creating requirements for each level to satisfy</p> <p>10.2 Creating different room sections/rooms to piece together</p> <p>10.3 Creating the algorithm to generate which room sections are slotted together where.</p> <p>10.4 Create an algorithm to piece the sections together to create a fully playable level.</p> <ul style="list-style-type: none"> <li>10.4.1 Level's generated satisfy length requirements</li> <li>10.4.2 Level's generated contain all the special rooms needed (chest room, secret rooms, etc.)</li> </ul>	<p>Each level generated meets specific preconditions.</p> <p>Different Room sections are designed to be pieced together dynamically.</p> <p>An algorithm places room sections together to form a level layout.</p> <p>Generated levels are fully playable and contain all rooms needed.</p>
11	Hidden Areas	<p>11.1 Add mechanics to get into the secret rooms (breakable walls, climbing vines, keys, etc.)</p> <ul style="list-style-type: none"> <li>11.1.1 Add a hammer to break walls with</li> <li>11.1.2 Add climbing gloves which you need in order to climb vines</li> </ul> <p>11.2 Add secret Boss and Treasure rooms for behind these obstacles.</p>	<p>Players can access secret rooms using specific methods.</p> <p>A hammer item allows players to break walls.</p> <p>Players need climbing gloves to scale vines.</p> <p>Secret areas contain unique bosses or loot.</p>
12	Inventory System	<p>12.1 UI for Inventory</p> <p>12.2 Storage of Extra weapons and key items (keys, armour, charms, etc)</p> <p>12.3 E key to open up the inventory</p> <p>12.4 Ability to switch out what Weapons, Armour and charms are equipped.</p> <p>12.5 Ability to add or remove items from the inventory.</p> <p>12.6 SQL table to store inventory contents</p>	<p>A clear and intuitive menu for managing items.</p> <p>Players can store extra weapons and items to be saved in their inventory.</p> <p>E Key - Open Inventory UI.</p> <p>Players can swap weapons/armour.</p> <p>Players can remove items from their inventory.</p> <p>Inventory state persists even when game closes.</p>
13	Settings and Volume Control	<p>13.1 Settings UI with buttons for each setting</p> <p>13.2 Ability to control the volume</p> <p>13.3 Ability to control the vibrancy of colours in the game.</p>	<p>A clear and accessible menu with buttons for different settings.</p> <p>Players can adjust the volume of each source of noise in the game.</p> <p>Allow users to adjust colour intensity along with accessibility needs.</p>
14	Difficulty Levels and Hardcore Mode	<p>14.1 A slider for difficulty in create save</p> <p>14.2 Increasing difficulty based on the slider</p> <ul style="list-style-type: none"> <li>14.2.1 Increasing enemy health</li> <li>14.2.2 Decreasing player health</li> <li>14.2.3 Increasing number of enemies</li> </ul> <p>14.3 A Hardcore mode at maximum difficulty with a separate save state to the normal game.</p> <ul style="list-style-type: none"> <li>14.3.1 roguelike features (permadeath, resource management, etc)</li> </ul> <p>14.4 SQL table to store different saves</p>	<p>A difficulty slider in the save menu.</p> <p>The game adjusts difficulty by increasing enemy health and damage and increasing the number of enemies.</p> <p>A hardcore mode with permadeath that can be toggled in the save creation menu.</p> <p>Saves persist even when game closes.</p>

## 1.8 Computational Methods

Method	Description	Application to My Project
Thinking Abstractly	Removing unnecessary detail to focus on what's important	I will make general classes for items/enemies to reduce repeated code. I will use godot which automatically abstracts away the complexity behind all of the node types so that you get the functionality without dealing with the complexity. I will be using preexisting libraries for sha256 and md5 algorithms within my hashing for the passwords and challenge question answers.
Thinking Ahead	Planning for future stages or needs	I will design systems that can be expanded later, like adding new weapons. I will also preload scripts for quicker access when I need them.
Thinking Procedurally	Breaking tasks into clear steps	I will write algorithms to manage the combat system including taking damage and managing hitboxes and hurtboxes. I will write algorithms for the database to make sure all the data is handled and stored securely. I will bind specific inputs to specific functions such as attacking, moving the player, pulling up menus etc.
Thinking Logically	Using reasoning to control program flow	I will use event signals and that will be handled in order to get movement directions. I will be using loops throughout my hashing and salting in order to add complexity and reduce the chance of reverse engineering.
Thinking Concurrently	Running multiple processes at once	Player and enemy movement will happen at the same time using Godot nodes aswell as being able to pause certain threads and keep some active for a pause menu. The physics processes within godot will run on seperate threads to the rendering. The <code>_ready()</code> method is used as an initializer before the physics process loop which both run seperately from the rendering.
Problem Recognition	Identifying key criteria of my solution	I noticed replayability is poor in dungeon crawler games so I will use procedural generation to help fix this. I also recognise that some dungeon crawlers arent as accessible to new players and so I will aim to solve this. I also recognise that by representing rooms as nodes and using graph theory to for level structure we can use existing algorithms such as depth first search to help with procedural generation.
Backtracking	Returning to previous states/function calls to aid algorithms or find another solution	I will use backtracking in graph traversals for procedural generation in order to fully procces all nodes in the graph even when reaching a dead end.
Heuristics	Using rules of thumb to guide decisions	In the pathfinding for enemies I will use godot's implementation of mesh A* which uses heuristics to speed up pathfinding by guiding it in the right direction.
Visualisation	Representing information graphically	I will use visualisation to visualise my classes and algorithms aswell as data flow within my design of the solution. Godot uses visualisation in order to help place all the different nodes throughout the scene and visualise the completed scene and how it will look.

## 2 Design & Plan

### 2.1 Overview

#### 2.1.1 Global Variables

I have a couple of main global variable scripts Global, Inventory, Database etc.

Source	Identifier	Data Type	Justification
global.gd	difficulty	Integer	Needed for deciding enemy health/damage etc.
global.gd	current_level	Integer	Needed for deciding enemy health/damage etc.
database.gd	current_user_id	Integer	Used for SQL queries after having logged in.
database.gd	current_save_id	Integer	Used for SQL queries after having selected a save.

#### 2.1.2 Folder Structure

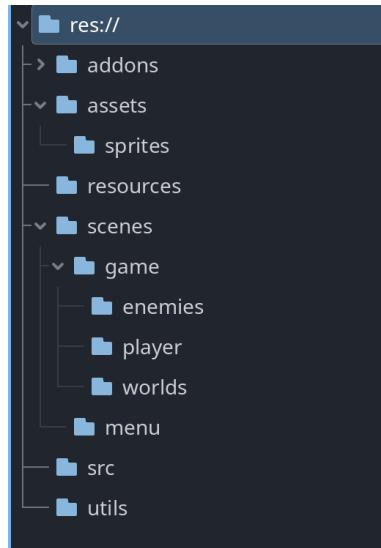


Figure 4: Folder Structure

I chose this folder structure as it will allow me to clearly define where all the different parts of the game are as well as easily being able to access the closely related parts.

The assets folder will contain all of the external assets, sprites, spritesheets and audio.

The resources folder will contain all of the items (weapons, armour, keys and charms) that I will make to be included in the game.

The scenes folder will contain all the scenes for the menu and the game sorted into their respective folders.

The src folder will contain all of the preloaded scripts for the game.

the utils folder will contain any testing or debugging scripts/scenes to help with the development process.

#### 2.1.3 Naming Convention

For naming conventions I will adopt the naming conventions already used in godot for ease of integration, readability and consistency with documentation.

The naming conventions are as follows.

Type	Convention	Info
File Names	snake_case	yaml_parsed.gd
Class Names	PascalCase	YAMLParse
Node Names	PascalCase	
Functions	snake_case	
Variables	snake_case	
Signals	snake_case	Past tense "door_opened"
Constants	CONSTANT_CASE	

## 2.2 Database Design

I will be using an SQL Database in order to store the data about my users.

### 2.2.1 ERD

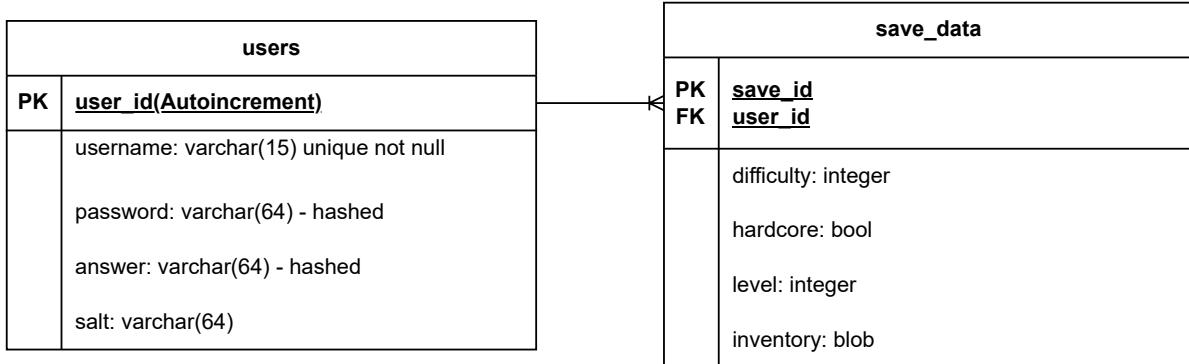


Figure 5: Database Design

Figure 2 shows the Database Design:

The users table will be the main table containing all the login details.

Each user will be able to have multiple save instances which will be stored in save data.

Upon designing the inventory I have decided that I will split the inventory into the stored items which I will use a separate table to store with the item\_id (the path to the item resources location in the game files) as a primary composite key with the save\_id as well as storing the equipped items in the save\_data table. I have also decided to split the composite key in the save\_data table and just have the save\_id as the primary key autoincrementing. This will help keep the inventory more accessible and prevent the need for a BLOB decoder.

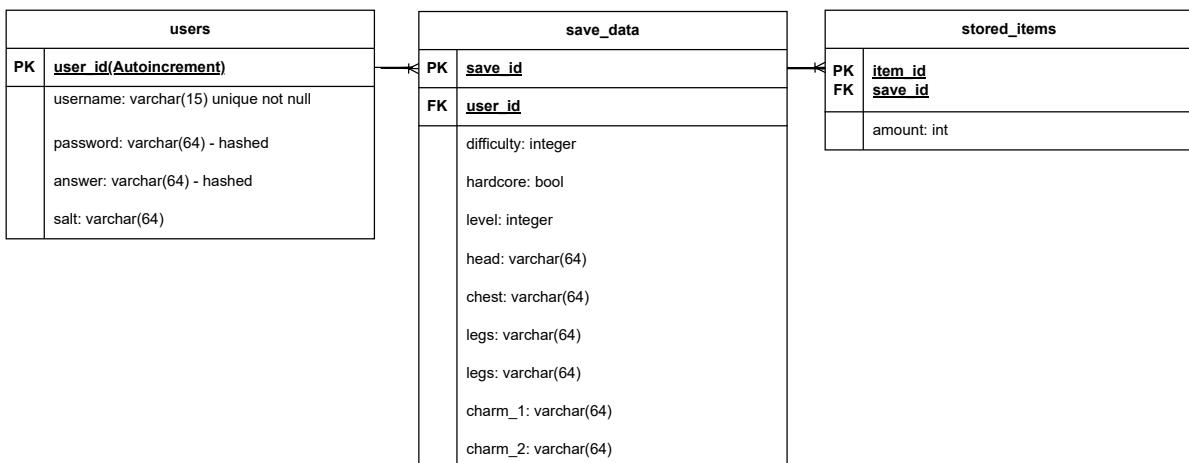


Figure 6: Database Design

### 2.2.2 Database Naming Conventions

The naming conventions I will adopt for the database is as follows.

Abstract	Convention	Examples	Justification
Tables	Plural snake_case	users, save_data	
Fields	Singular snake_case	inventory_content, username	
Keys	singular snake_case_table_id	user_id, save_data_id	SQL is case insensitive so with CamelCase it can't tell the difference between undervalue and underValue

### 2.2.3 SQL Queries

I have to write Queries for each of the actions I want to do.

Name	Description/Justification	SQL
create_table_users	Create's a table for users if it does not exist.	<pre>CREATE TABLE IF NOT EXISTS users (     user_id INTEGER PRIMARY KEY AUTOINCREMENT,     username VARCHAR(15) NOT NULL,     password VARCHAR(64) UNIQUE NOT NULL,     salt VARCHAR(64) NOT NULL,     answer VARCHAR(64) NOT NULL );</pre>
get_user_data	Returns the user data assuming it exists. If it doesn't it will return null.	<pre>SELECT * FROM users WHERE username = ?;</pre>
add_new_user	Inserts a new user into users with username, password, challenge question answer and salt	<pre>--Assume hashed password and answer INSERT INTO users(username,password,answer,salt) VALUES (?,?,?,?,?);</pre>
reset_password	Changes a users password	<pre>--Assume hashed password and answer UPDATE TABLE users SET password = ? WHERE username = ?</pre>
create_table_save_data	Create's a table for save_data if it does not exist.	<pre>CREATE TABLE IF NOT EXISTS save_data (     save_id INTEGER AUTOINCREMENT,     FOREIGN KEY (user_id) REFERENCES users(user_id),     difficulty INTEGER,     hardcore INTEGER,     level INTEGER,     head VARCHAR(32),     chest VARCHAR(32),     legs VARCHAR(32),     weapon VARCHAR(32),     charm_1 VARCHAR(32),     charm_2 VARCHAR(32) );</pre>
add_new_save_data	Adds new save data for a user.	<pre>INSERT INTO save_data(user_id,difficulty,hardcore,level) VALUES (?,?,?,?,?);</pre>
get_save_data	Get's the save data with a specific user_id and save_id	<pre>SELECT * FROM save_data WHERE user_id = ? AND save_id = ?;</pre>
get_user_save_data	Get's the save data for all entries with a specific user_id	<pre>SELECT level, hardcore FROM save_data WHERE user_id = ?;</pre>
update_save_data	Update's the save data with the new data.	<pre>UPDATE save_data SET     head = ?,     chest = ?,     legs = ?,     weapon = ?,     charm_1 = ?,     charm_2 = ?,     level = ? WHERE     user_id = ?     AND save_id = ?;</pre>

Name	Description/Justification	SQL
create_table_stored_items	Create's a table for stored_items if it does not exist.	CREATE TABLE IF NOT EXISTS stored_items ( item_id INTEGER NOT NULL, save_id INTEGER NOT NULL, PRIMARY KEY(item_id,save_id), FOREIGN KEY(save_id) REFERENCES save_data(save_id) );
update_stored_item_amount	Update's a specific person's stored items to increase the amount of something stored (assumes it is stored)	UPDATE stored_items SET amount = amount + ? WHERE item_id = ? AND save_id = ?;
get_stored_item_amount	Get's the amount of an item being stored	SELECT amount FROM stored_items WHERE save_id = ? AND item_id = ?;
add_stored_item	Adds an item to the stored_items	INSERT INTO stored_items(save_id,item_id,amount) VALUES (?,?,?);
count_stored_items	Count's the number of items stored for a save_id	SELECT COUNT(*) FROM stored_items WHERE save_id = ?;
remove_stored_item	Removes an item from stored_items	DELETE * FROM stored_items WHERE save_id = ? AND item_id = ?;
get_slot_value	Gets the file path of the item equipped in the slot	SELECT ? FROM save_data WHERE save_id = ?;
set_slot_value	Sets the value of the slot to the file path	UPDATE save_data SET ? = ? WHERE save_id = ?;

I will use godot's `query_with_bindings()` function in order to substitute in the bindings for the ?s in the queries. This is useful as it automatically performs input sanitisation so that the system isn't vulnerable to SQL injection.

#### 2.2.4 Algorithms

##### `login():`

The login function will be used to find if the user exists and then check the hashed password if it does. This will help fulfill criteria 6.6.

```
def login(username,password):
    query_result = get_user_data(username) #Getting user data
    if len(query_result) == 0: #If user doesn't exist
        return "InvalidUsernameError"
    if hash(password) == query_result["password"]: #Checking password hash against stored hash
        return True
    return "IncorrectPasswordError" #If password doesn't match
```

**add\_user():**

The add\_user function will be used to generate salt for the user check if the username is unique and add the user. This will help fulfill criteria 6.3

```
def add_user(username, password, answer):
    salt = gen_salt() #Generating new salt
    hashed_password = hash(password,salt)
    hashed_answer = hash(answer,salt)
    if not add_new_user(username, hashed_password, hashed_answer, salt): #Tries to add user
        with hashed password and answer
            return "InvalidUsernameError" #If user cannot be added then the username must be
                                            invalid
    return True
```

**reset\_password():**

The reset\_password function will be used to check if the username is valid, fetch the user data and then check if the hashed answer is the same as the stored answer before updating the stored password. This will help fulfill criteria 6.7.

```
def reset_password(username, answer, password):
    query_result = get_user_data(username) #Getting user data
    if len(query_result) == 0: #If user doesnt exist
        return "InvalidUsernameError"
    if hash(answer) == query_result["answer"]: #Checking the answer hash against the stored
                                                hash
        reset_password(password,username)
        return True
    return "IncorrectAnswerError" #If answer doesnt match
```

**2.2.5 Testing Plan**

Test #	Function	Parameters	Expected Outcome
6.3.1	add_user()	"Hyrule", "Password", "Answer"	True
6.3.2	add_user()	"Hyrule", "Password", "Answer"	"InvalidUsernameError" as a user already exists with that username
6.6.1	login()	"Hyrule", "Password"	"InvalidUsernameError"
6.6.2	login()	"Hyrule", "Password"	True
6.7.1	reset_password()	"Hyrule", "Answer", "password"	"InvalidUsernameError"
6.7.2	reset_password()	"Hyrule", "answer", "password"	"IncorrectAnswerError"
6.7.3	reset_password()	"Hyrule", "Answer", "password"	True
6.6.3	login()	"Hyrule", "Password"	"IncorrectPasswordError"
			These

tests will be used to evaluate to what extent I have met the criteria and allow me to identify and fix any issues in my code.

## 2.3 Login System

### 2.3.1 Activity Diagram

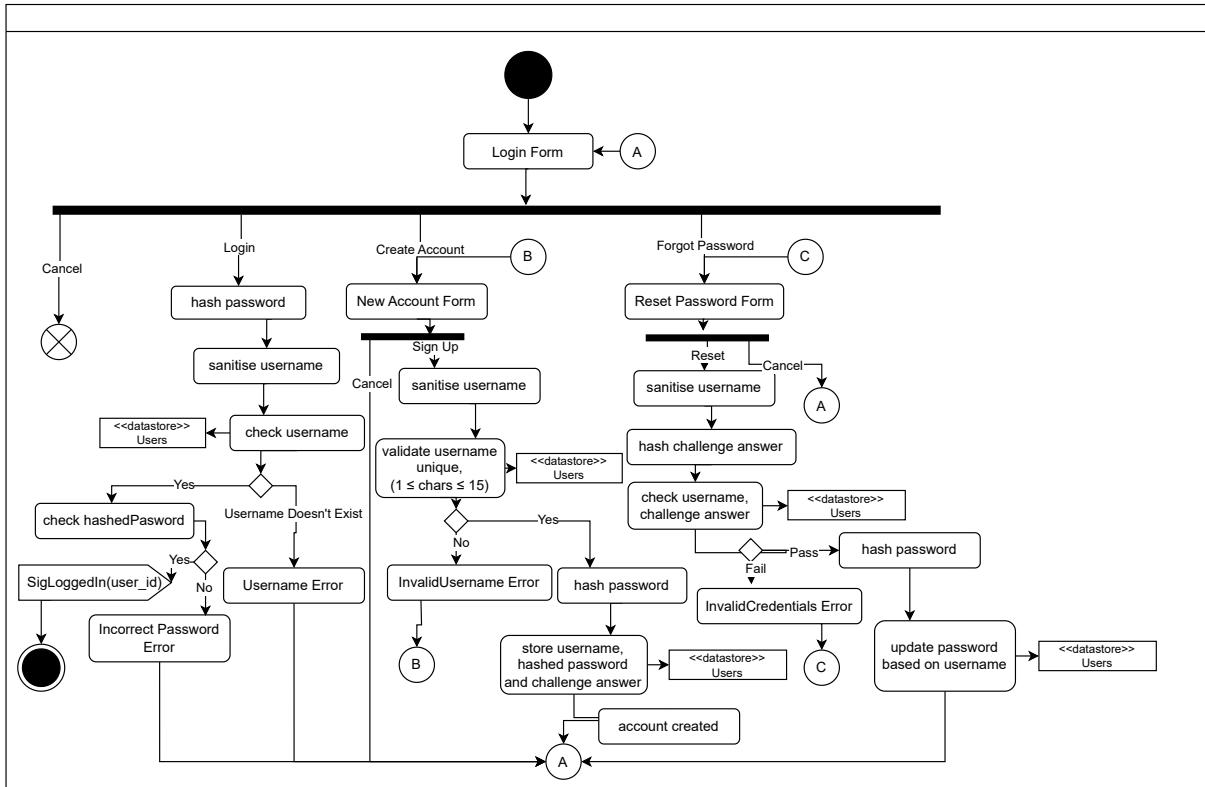


Figure 7: Activity Diagram for login forms

The login form will allow users to create accounts aswell as login with an existing account and reset a password. Upon successful login the user will be redirected to the GAME system. This login form along with the database functions provides all the necessary UI and algorithmic elements to fulfill criteria 6.

### 2.3.2 Algorithms

#### hash():

This function alternates between two different hashing functions a consistent number of times while making sure the final hash is a consistent length. It also adds in a unique salt for every user which is necessary to prevent rainbow table lookups and keep the passwords secure even if it is generic. This and the salt function fulfills criteria 6.1.

```

def hash(password: str, salt: str):
    hashedPassword = password
    #Repeating a consistent but unpredictible amount of times
    #On even rounds the password is sandwiched on odd rounds the salt is sandwiched
    #Alternating the use of sha256 and md5 but making sure to end on sha256 so the hash is a
    #predictable length.
    for x in range(1,6*len(password)+1):
        if x%2 == 0:
            hashedPassword = sha256(md5(salt[x:]+hashedPassword+salt[:x]))
        else:
            hashedPassword = md5(sha256(hashedPassword[:x]+salt+hashedPassword[x:]))
    return hashedPassword
  
```

#### genSalt():

The genSalt function uses random processes to generate a salt string to be used in the hashing of the password and challenge question. This needs to be random for every user to prevent the potential to create a table of

common password hashes to loop up user's passwords in.

```
def gen_salt():
    salt = "string"
    x = randint(5,10)
    for i in range(2**x):
        salt = hash(salt,sha256(str(i)))
    return salt
```

### 2.3.3 Testing Plan

Test #	Function	Parameters	Expected Outcome
6.1.1	gen_salt()		random 256 bit hex string
6.1.2	hash()	"password", "salt"	random 256 bit hex string
6.1.3	hash()	"password", "salt"	the same random 256 bit hex string
6.1.2	hash()	"Password", "salt"	random 256 bit hex string different from before

### 2.3.4 Mockup Forms

Figure 8: Login Form

Figure 9: New Account Form

Figure 10: Reset Password Form

These forms would be used in order to create an account, reset your password and login, helping fulfill criteria 6.3, 6.6, 6.7 and 6.8.

The Password and Challenge question entries would be hidden/starred for privacy.

## 2.4 Save Select System

I will implement the save select system as an additional menu for the login system in order to improve replayability to help using a ScrollContainer with a VBoxContainer inside to create a list of scrollable items. I will get the list of saves for a given user\_id and then display them and when the button for that save is pressed the current\_save\_id will be set and the scene will be switched to the current level.

In order to add new save's I will add a button for hardcore and a slider for difficulty as well as an add save button which will add the save and update the list.

### 2.4.1 Algorithms

\_ready():

```
def _ready():
    save_data_list = get_user_save_data(current_user_id)
    for save_data in save_data_list:
        button = Button.new()
        button.text = f"Level: {save_data['level']} \t Difficulty: {save_data['difficulty']} \n Hardcore: {save_data['hardcore']}"
        button.connect("pressed", self, "_on_save_selected", [save_data])
    add_child(button)
```

\_on\_save\_selected():

```
def _on_save_selected(save_data):
    current_save_id = save_data["save_id"]
    get_tree().change_scene_to_file(world)
```

## 2.5 Item Design

I will implement the different item types using Godot's resource system. This will allow me to define properties that all items of the same type will share and I can use inheritance to allow classes to derive from a parent class.

The resource system is useful as it is reusable throughout scenes and scripts and it can easily be saved and loaded from disk.

The types of items I will aim to implement will be different weapon types, charms/trinkets/amulets, armour and keys.

### 2.5.1 Class Diagram

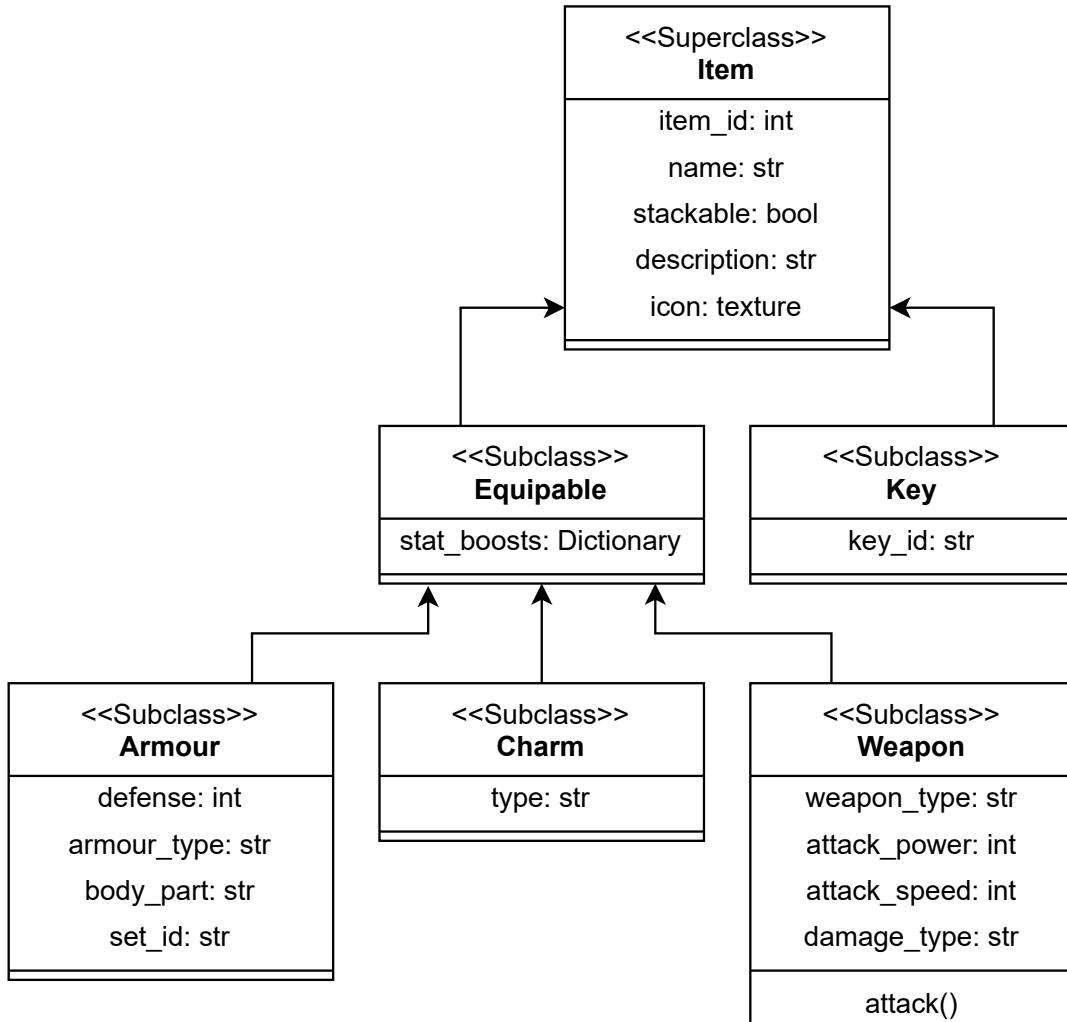


Figure 11: Player Class Diagram

### 2.5.2 Algorithms

**attack():**

I will have a number of different weapon types that will have different attacks.

I will implement the attack cooldown through the use of a CooldownTimer(timer node) attached to the player. Melee:

I will implement the melee attack by creating a variable size hitbox(area2D) scene that can be instantiated as a child of the player in order to detect enemies that would be attacked in the range specified in the resource.

```

def attack(owner: node, direction):
    #Load the hitbox scene
    hitbox_scene = load(hitbox_scene_path)
    hitbox_instance = hitbox_scene.instantiate()
    hitbox_instance.range = range
    hitbox_instance.damage = damage
    hitbox_instance.rotation = direction.angle()

    #Add child
    owner.add_child(hitbox_instance)

    #Hitbox lasts for a tenth of a second
    sleep(0.1)

    hitbox_instance.queue_free()

```

Ranged Projectile:

My Ranged magic weapons will shoot out projectiles.

```
def attack():
    #Load the projectile scene
    projectile_scene = load(projectile_scene_path)
    projectile_instance = projectile_scene.instantiate()
    projectile_instance.damage = damage

    #Add Child
    owner.add_child(projectile_instance) #add as a child of the parent so that it doesnt move
                                         with the enemy/player
```

Area Of Effect:

My AOE magic weapons will spawn in area's which affect enemies and players that walk in, damaging them.

```
def attack():
    #Load the area scene
    area_scene = load(area_scene_path)\n
    area_instance = area_scene.instantiate()
    area_instance.damage = damage

    #Add Child
    owner.add_child(projectile_instance) #add as a child of the parent so that it doesnt move
                                         with the enemy/player
```

## 2.6 Inventory Design

My inventory design will cover two main parts the equipped items and the item storage. I will have a maximum inventory size script variable so that we can still display all the items in the inventory and a max stack size for stackable items.

### 2.6.1 Stored Items

I will implement the stored items through a dictionary that stores the item resource and the quantity of it. I will implement add and remove item functions. I will also add a max inventory size.

### 2.6.2 Equipped Items

I will implement the equipped items through a dictionary where the keys are the slots and the values are what is equipped in that slot. I will also add a equip function to equip an item and an unequip function to unequip the item in a slot.

### 2.6.3 Clarification

Upon further thought I have decided it is best to use SQL tables instead of dictionaries and use SQL queries to manage the inventory.

### 2.6.4 Algorithms

`add_item():`

```
def add_item(item_id: file_path, amount):
    if get_stored_item_amount(save_id, item_id) and item.stackable: #Checks if you can stack
                                                               the item
        update_stored_item_amount(amount, item_id, save_id)
    elif count_stored_items(save_id) >= max_inventory_size: #Full Inventory
        return "FullInventoryError"
    else:
        add_stored_item(save_id, item_id, amount)
    return True
```

`remove_item():`

```
def remove_item(item_id: Resource, amount: int = 1):
    if get_stored_item_amount(save_id, item_id): #If the item is in the database
        if get_stored_item_amount(save_id, item_id) < amount: #Not enough items
            return "ItemQuantityError"
        if get_stored_item_amount(save_id, item_id) == amount: #Exactly enough items
            remove_stored_item(save_id, item_id)
        else:
            update_stored_item_amount(-amount, item_id, save_id) #Removes the amount of that
                                                               item
            return True #Indicates that it was successful
    return "ItemQuantityError" #Indicates that there is an item quantity error
```

`unequip_item():`

```
def unequip_item(slot: str):
    #Checks if there is an item to unequip
    if get_slot_value(slot, save_id) != null:
        item = get_slot_value(slot, save_id)
        if (add_item(item, 1) == "FullInventoryError"): #Adds the item back to the stored_items
                                                       and checks if the inventory is full
            return "FullInventoryError"
        set_slot_value(slot, null, save_id) #Sets the slot back to null
        return True
    return True #If not item in slot it is unequipped
```

`equip_item():`

```
def equip_item(item: Resource):
    #Checks if the item is Equipable
    if not(item.is_class(Equipable)):
        return False
    #Gets the slot to equip it into
    if item.is_class(Armour):
        slot = item.body_part
    elif item.is_class(Weapon):
        slot = "weapon"
    else:
        equipped = false
        #Tries both charm slots
        for slot in ["charm1", "charm2"]:
            if get_slot_value(slot, save_id) == null and not(equipped):
                set_slot_value(slot, item, save_id) #Equips item
                remove_item(item) #Removes from stored_items
                equipped = True
        if not(equipped):
            unequip_item(slot)
            set_slot_value(slot, item, save_id) #Equips item
            remove_item(item) #Removes from stored_items
    return True
    unequip_item(slot)
    set_slot_value(slot, item, save_id) #Equips item
    remove_item(item) #Removes from stored_items
    return True
```

### 2.6.5 Testing Plan

Test #	Function	Parameters	Expected Outcome
12.5.1	add_item()	"test_item.tres", 2	Adds test item to the stored_items table.
12.5.2	add_item()	"test_item.tres", 3	As the item already exists it should add 3 to the amount.
12.5.3	add_item()	"test_weapon.tres", 1	As in the testing environment the max inventory size will be 1 and this should return "FullInventoryError"
12.5.4	remove_item()	"test_item.tres", 2	As more than the amount of the item is in the inventory it should subtract 2.
12.5.5	remove_item()	"test_item.tres", 10	"ItemQuantityError" as there isn't enough of the item in the database
12.5.6	remove_item()	"test_item.tres", 3	As exactly the amount is in the database the item entry should get removed.
12.5.7	remove_item()	"test_item.tres", 2	"ItemQuantityError" as there isn't any of the item in the database
12.4.1	unequip_item()	"head"	True and the head slot should remain as NULL
12.4.2	equip_item()	"test_helmet.tres"	True and the head slot should become "test_helmet.tres"
12.4.3	equip_item()	"test_helmet_2.tres"	True and the head slot should become "test_helmet.tres"
12.4.4	unequip_item()	"head"	"FullInventoryError"
12.4.5	unequip_item()	"head"	True as I will empty the inventory and the head should be NULL and the inventory should contain the helmet.

## 2.7 Player Character

This is my design for the physical player character and sprite.

### 2.7.1 Composition

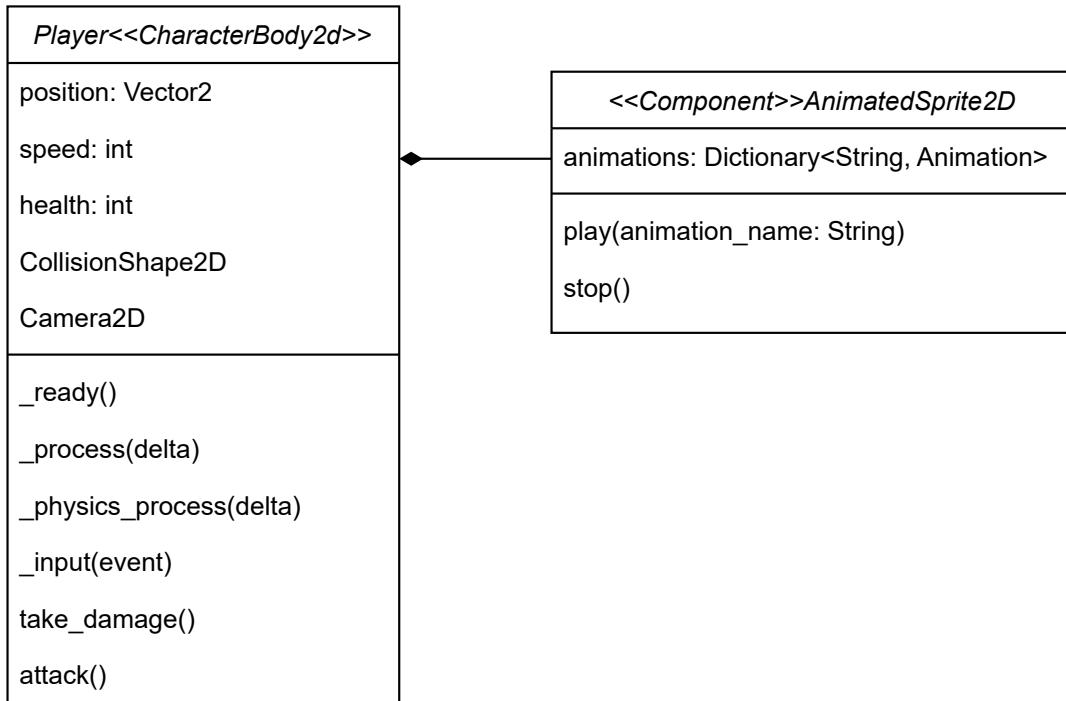


Figure 12: Player Class Diagram

The root node of the player which will contain all the child nodes will be Godot's `CharacterBody2D` as this will allow for a user controlled physics body. It will then have child nodes of `CollisionShape2D`(for collision detection), `AnimatedSprite2D`(for an animated character sprite) and `Camera2D`(for the player's view window to be centered on).

I have chosen to store the speed and health variables within the player class as they will reset/ be recalculated based of the equipment equipped.

### 2.7.2 Animations

I have an animation set for the player that includes 8 Directional top down animations for all player actions and so how I will decide which directional animation will be based of the last direction the player walked. I will use a `get_animation` function in order to get the directional animation to play.

### 2.7.3 Help Screen

I have decided to add a simple Help Screen in order to allow the user to check the controls when they want a reminder. I will implement this by creating a seperate scene with a label and then when the help button is pressed I will pause the tree and instance the scene before waiting for the help button to be pressed again to unpause the scene tree and queue\_free the label.

### 2.7.4 Algorithms

#### `_ready():`

The `_ready()` function gets called whenever the player is instantiated in a scene and so it will be used to setup

variables and the environment based on existing stuff.

```
def _ready():
    #Inventory calculates the speed based on any modifiers equipped.
    speed = Inventory.calc_speed()
    #Global Script calculates the health based on the player level and any modifiers
    #equipped.
    health = Global.calc_health()
```

### \_physics\_process(delta):

The \_physics\_process(delta) function gets called every frame where delta is the time since the last fram and is usually used to deal with movement and physics processes.

```
def _physics_process(delta):
    direction = Input.get_vector("left", "right", "up", "down")
    velocity = direction * speed
    if direction:
        last_direction = direction
        anim.play(get_animation("run"))
    else:
        anim.play(get_animation("idle"))
    move_and_slide()
```

### \_input(event):

```
def _input(event):
    if event.is_action_pressed('attack'):
        attack()
    if event.is_action_pressed('help'):
        help_screen = preload("path/to/help/scene").instantiate()
        add_child(help_screen)
        get_tree().paused = True
        while not Input.is_action_just_pressed("help"):
            sleep(0.01)
        help_scene.queue_free()
        get_tree().paused = False
```

### attack():

```
def attack():
    anim_player.play(get_animation("melee"))
    Inventory.get_weapon().attack(last_direction)
```

### get\_animation():

```
def get_animation(animation_type):
    anim = animation_type + "_"
    if direction.x:
        if direction.x == 1:
            anim += "r"
        else:
            anim += "l"
    if direction.y:
        if direction.y == 1:
            anim += "d"
        else:
            anim += "u"
    return anim
```

## 2.8 Weapon Hurtbox

I will use an Area2D node with a capsule shape CollisionShape2D node attached oriented in order to encompass the sword swing area and then I will rotate it around the player dependent on the direction of attack. It will have variables for the damage and damage\_type

### 2.8.1 Algorithms

`_ready()`: This script is used to get the bodies overlapping and if they are enemies call their take\_damage function using polymorphism to decide the effect this will have on the specific enemy.

```
def _ready():
    bodies = self.get_overlapping_bodies() #Get bodies in the area
    for body in bodies:
        if body.is_in_group("enemies"): #Damages bodies if they are an enemy.
            body.take_damage(damage, damage_type)
```

## 2.9 Dungeon Environment Design

### 2.9.1 Generic Tiles

I will use a TileMap node as that will allow me to import a spritesheet for a tilemap and define the properties of the tiles such as hitboxes and place them down easily. This will be used for criteria 3.1 and 3.2.

### 2.9.2 Chests

I will implement Chests, the basic structure of the chest will be a StaticBody2D with a circular area2D node to tell if the player is within range to open the chest aswell as the chest sprite. Each chest will have a key path for the key needed to unlock it. The chests will have a loot pool given by a dictionary where the key is the item path and the value relates to the ratio of getting it. There will also be a variable for the amount of items given by the chest and upon opening the chest will give that many items.

### 2.9.3 Doors

I will implement doors, the basic structure of the door will be using a StaticBody2D with an Area2D Node to detect if the player is in front of the door. If the player is in front of the door and if the I key is pressed the door will either disappear revealing another room or switch the scene to another room depending on the purpose. I will export the variables for the scene to go to and whether it just disappears or changes scene. This would fulfill all of criteria 3.5

### 2.9.4 Algorithms

#### Chest Script:

This will consist of the exported variables aswell as an input function that checks if the requirements to unlock the chest are met before generating the random items based on their probabilities which will be set up using an array and after the chest is opened then it will disappear.

```
@export item_pool: dict
@export item_number: int
@export key_path: string

#Constructing the item_list
def _ready():
    item_list = []
    for item in item_pool: #For all items
        item_list += [item for x in range(item_pool[item])] #Adding on the amount relevant to
                                                               #the ratio of the item

def _input(event):
    if event.is_action_pressed("enter") and Area2D.overlaps_body("player"): #Check if player
                                                                           #within range and pressed button
        if Inventory.remove_item(key_path, 1) is bool: #Check if player has the key to unlock it
            for x in range(item_number):
                Inventory.add_item(item_list[randint(0, len(item_list)-1)])
            queue_free()
```

#### Door Script:

This consists of the variables and input function that checks if the right key is pressed then it checks if the

player is in the Area2D Node and if so will check if the player has the correct key perform the right action

```
@export change_scene: bool
@export scene_path: string
@export key_path: string

def _input(event):
    if event.is_action_pressed("enter") and Area2D.overlaps_body("player"): #Check if player
        within range and pressed button
            if Inventory.remove_item(key_path, 1) is bool: #Check if player has the key to unlock it
                if change_scene:
                    get_tree().change_scene_to_file(scene_path) #Change Scene
                else:
                    queue_free() #Disappear
```

## 2.10 Projectile Design

### 2.10.1 Overview

I will create two types of projectiles, one ranged type which will deal damage on impact and disappear and one area of effect which will deal damage on an enemy or the player entering it and spawn next to the player/enemy that casts it. These projectiles will allow me to fulfill criteria 2.4, 2.5, 2.6, 4.7 and be used for the creation of boss enemies in 4.8.

### 2.10.2 Ranged

This will have the damage and damage\_type variables to be used to call other entities take\_damage functions, a variable so it only impacts once called attacking and a speed to determine how fast it goes. It will be comprised of a CharacterBody2D node and a AnimatedSprite2D node which will play the default animation until collision.

Its physics process will handle movement in the direction of rotation (as projectiles can be fired in any direction) and handle collisions.

### 2.10.3 Area Of Effect

This will have the damage and damage\_type variables to be used to call other entities take\_damage functions and a time variable for how long it lasts. It will be comprised of an Area2D node and an AnimatedSprite2D node which will play the default animation.

The ready function will be used to await the timer timeout before queue\_freeing the area.

The \_on\_body\_entered function will be linked from the Area2D and will deal damage if the body is an enemy or the player.

### 2.10.4 Algorithms

#### \_physics\_process(delta):

For the ranged projectile to handle movement in rotation direction and collisions.

```
def _physics_process(delta):
    #Rotated Movement
    velocity.x = speed * cos(rotation)
    velocity.y = speed * sin(rotation)
    if not attacking:
        move_and_slide()
    #Collisions
    for i in range(get_slide_collision_count()): #Loops through collisions
        if not attacking:
            attacking = true
            collision = get_slide_collision(i)
            collider = collision.get_collider()
            if collider.is_in_group("player") or collider.is_in_group("enemies"): #Damages what
                it hits if its an enemy or the player
                collider.take_damage(damage, damage_type)
```

```

CollisionShape2D.disabled = true #Disable collision shape so cant block other
                                projectiles
AnimatedSprite2D.play("impact")
await AnimatedSprite2D.animation_finished #Wait for animation to finish
queue_free()

```

**\_ready():**

Will set the area of effect to disappear after a certain time

```

def _ready():
    await get_tree().create_timer(time).timeout
    queue_free()

```

**\_on\_body\_entered(body):**

This is called by the Area2D node upon a body entering it with that body passed as a parameter so we can make it take damage if it needs to.

```

def _on_body_entered(body):
    if body.is_in_group("enemies") or body.is_in_group("player"): # If its an enemy or player
                                                                it will damage It
        body.take_damage(damage, damage_type)

```

## 2.11 Enemy Design

### 2.11.1 Overview

For my basic enemies I have decided to go with different types of slimes representing different elements. The slimes will have animations and collisions aswell as a radius that they will detect the player and navigate towards them dealing damage upon impact. Each unique slime will deal a different damage type and have a different look.

### 2.11.2 Composition

The root node of the slimes will be a CharacterBody2D node to allow for a physics body that can be easily moved via the script. I will then have a CollisionShape2D for collision detection aswell as an Area2D node for detecting the player. It will contain an AnimatedSprite2D for the animations.

Identifier	Data Type	Justification
speed	Exported Integer	This allows slimes to have variable speeds to allow for difficulty increase.
health	Exported Integer	This allows for slimes to have variable healths to allow for difficulty increase.
damage	Exported Integer	This allows for slimes to deal variable damage to allow for difficulty increase.
damage_type	Exported String	This allows for slimes to deal different damage types to pose a different challenge.
direction	Vector2	This is used for direction to move in and the type of animation to play.
weaknesses	Exported List	Shows which damage_types to take more damage from.

### 2.11.3 Navigation

Upon researching I found the godot documentation on 2D navigation<sup>(6)</sup> and decided to use the NavigationAgent2D node to utilise the A\* algorithm, this means that I would need to add a navigation layer to my tilesheet to show the areas that the navigation agent can use. I decided to use a Timer node that autostarts and repeats and update the navigation path on the timeout so that the player can evade the slimes to a certain extent. Ontop of this I used a circular CollisionShape2D with and Area2D node to detect when the player is within a certain range and pathfind towards them.

### 2.11.4 Animation

I decided to add idle animations for all of the 4 cardinal directions aswell as idle and hurt animations. I used a get\_animation() function to get the relevant animation based on the direction.

### 2.11.5 Projectile Enemies

There will be some enemies that will shoot a projectile instead of navigating in the direction given by the NavigationAgent2D so that the targetting would only update every couple seconds. These enemies will be non moving enemies.

### 2.11.6 Algorithms

`get_animation(animation_type):`

This gets the animation based on the type and direction.

```
def get_animation(animation_type: String):
    if abs(direction.x) > abs(direction.y):
        if direction.x > 0:
            return animation_type + "_r"
        else:
            return animation_type + "_l"
    else:
        if direction.y > 0:
            return animation_type + "_d"
        else:
            return animation_type + "_u"
```

`_ready():`

This is ran on addition to the scene tree to add the slime to the enemies group.

```
def _ready():
    add_to_group("enemies")
```

`_physics_process(delta):`

Melee Enemies:

This checks if the player is within the detection range and if so moves towards them aswell as handling animations and detecting if the slime collides with the player so that the player will be damaged.

```
def _physics_process(delta):
    move = false
    for body in Area2D.get_overlapping_bodies(): #Checking if player in the detection area
        if body.name == "Player":
            move = true
    if not animating: #If not playing a different animation
        if move: #If the slime can move
            direction = NavigationAgent2D.get_next_path_position().normalized() #Getting the
            #direction of the next point on the
            path
            velocity = direction * speed
            AnimatedSprite2D.play(get_animation("walk"))
        else:
            AnimatedSprite2D.play(get_animation("idle"))
    move_and_slide() #moving

    if can_attack: #If the attack cooldown is done
        for i in range(get_slide_collision_count()): #Loops through collisions
            collision = get_slide_collision(i)
            collider = collision.get_collider()
            if collider.is_in_group("player"): #Checks if collision is with the player
                collider.take_damage(damage, damage_type) #Deals damage
                can_attack=False
                AttackTimer.start() #Starts attack cooldown
```

Ranged Enemies:

This checks if the player is within detection range and if so will fire a projectile towards them.

```
def _physics_process(delta):
    var player_detected = false
    for body in Area2D.get_overlapping_bodies(): #Checking if the player is in the detection
        #Area
        if body.name == "Player":
```

```

        player_detected = true
if not animating: #If not playing a different animation
    AnimatedSprite2D.play(get_animation("idle"))
if player_detected and can_attack: # Will instantiate a projectile scene aimed at the
                                    # player if it can attack and detects the
                                    # player
    direction = NavigationAgent2D.get_next_path_position.normalized()
    var projectile = load(projectile_scene_path).instantiate()
    projectile.rotation_degrees = direction.angle()
    projectile.position = position + 20*direction
    projectile.damage = damage
    get_parent.add_child(projectile)
    can_attack = false
    AttackTimer.start() #Starts the attack cooldown

```

**take\_damage(damage, damage\_type):**

The take damage function will allow the enemies to take more or less damage based on weaknesses and update their health aswell as applying knockback and checking to see if the enemy should die.

```

def take_damage(damage, damage_type):
    player = get_tree().get_first_node_in_group("player")
    animating = true
    if damage_type in weaknesses: # If the enemy is weak to a specific damage type then they
                                    # will take more damage
        health -= 2*damage
    else:
        health -= damage
    velocity = - 25 * player.global_position.normalized() # Move away from the player for
                                                       # knockback
    if health <= 0:
        queue_free()
    else:
        AnimatedSprite2D.play(get_animation("hurt"))
        await AnimatedSprite2D.animation_finished
    animating = false

```

**\_on\_navigation\_timer\_timeout():**

This will run when the navigation timer runs out and only update the navigation then to allow the enemies to not have perfect tracking so the player can avoid them easier.

```

def _on_navigation_timer_timeout() -> void:
    player = get_tree().get_first_node_in_group("player")
    NavigationAgent2D.set_target_position(player.global_position)

```

**\_on\_attack\_timer\_timeout():**

Thus function will run when the attack timer ends (1 second after an attack) to allow the enemy to attack again.

```

def _on_attack_timer_timeout():
    can_attack = True

```

## 2.12 UI

### 2.12.1 Display Strings

In order to allow for better displaying of items I have decided to add a display string function to all items that will return nicely formatted key information about the item that can be displayed.

#### Weapon:

```

def display_string():
    return f"Weapon\nName: {resource_name}\nType: {weapon_type}\nDamage: {attack_power}\n
           Damage Type: {damage_type}\n Description:
           {description}"

```

#### Armour:

```
def display_string():
    return f"Armour\nName: {resource_name}\nType: {armour_type}\nDefense: {defense}\nDescription: {description}"
```

**Charm:**

```
def display_string():
    return f"Charm\nName: {resource_name}\nType: {charm_type}\nDescription: {description}"
```

**Key:**

```
def display_string():
    return f"Key\nName: {resource_name}\nDescription: {description}"
```

## 2.12.2 Inventory UI

The Inventory UI will be displayed upon pressing the E key (detected in the global script).

For the Inventory UI the important things to display are the stored items and the equipped items

For equipped items I decided to use labels displaying the items display strings.

For stored items I decided to use a ScrollContainer with a VBoxContainer and then append HBoxContainers with 4 buttons per container to display item display strings to create a 4 wide vertically scrolling system. I would have a selected script variable to be changed when a button is pressed and keep track of the last one pressed aswell as buttons to bin or equip the selected item.

## 2.12.3 Game UI

For the Game UI the important things to display are the player health and magic points aswell as the equipped weapon.

For the player health and magic points I have decided to use Progress Bars with custom textures to get the correct colours that have their maximum value set on going into the level and update each frame. These will aloow the players to see the percentage of their total health they have left.

For the weapon I have decided to display the display string in the bottom right corner. I will exclude the description of the weapon as this will take up too much screen space when displayed.

## 2.12.4 Algorithms

### Inventory UI refresh():

This function will be called to setup the ui and refresh the ui every time an item is equipped or binned. It will set up the scrolling inventory aswell as the labells for equipped items.

```
def refresh():
    inventory = Database.get_stored_items()
    item_count = 0
    for child in ScrollContainer.VBoxContainer.get_children(): #Get rid of existing
                                                               HBoxContainers
        child.queue_free()
    for item in inventory: # Creates a button for each item in inventory with the display
                           string
        var button = Button.new()
        if item_count % 4 == 0:
            hbox = HBoxContainer.new()
            ScrollContainer.VBoxContainer.add_child(hbox)
            button.text = load(item["item_id"]).display_string() + f"\nAmount: {item['amount']}"
            button.connect("pressed", _select.bind(item["item_id"]))
            hbox.add_child(button)
            item_count += 1

    # Loads the equipped items display strings and displays them
    if Database.get_slot_value("weapon"):
        WeaponLabel.text = load(Database.get_slot_value("weapon")).display_string()
    if Database.get_slot_value("head"):
        HeadLabel.text = load(Database.get_slot_value("head")).display_string()
    if Database.get_slot_value("chest"):
```

```

    ChestLabel.text = load(Database.get_slot_value("chest")).display_string()
if Database.get_slot_value("legs") :
    LegsLabel.text = load(Database.get_slot_value("legs")).display_string()
if Database.get_slot_value("charm_1") :
    Charm1Label.text = load(Database.get_slot_value("charm_1")).display_string()
if Database.get_slot_value("charm_2") :
    Charm2Label.text = load(Database.get_slot_value("charm_2")).display_string()

```

### Inventory UI \_select():, equip button and bin button

The select and button functions make use of script variables or existing inventory functions to perform their purposes.

```

def _select(item_id):
    selected = item_id

def _on_equip_button_pressed():
    if selected != "":
        Inventory.equip_item(selected)
        refresh()

def _on_bin_button_pressed():
    if selected != "":
        Database.remove_stored_item(selected)

```

### Game UI script

The Game UI script will consist of a \_ready function that sets the maximum player health and magic points, an update\_ui function that is called in the \_ready function and a \_process function that is called every frame to update the current player health and magic points.

```

def _ready():
    player = get_tree().get_first_node_in_group("player")
    HealthBar.max_value = player.health
    MagicBar.max_value = player.mana
    update_ui()

def _process(delta):
    player = get_tree().get_first_node_in_group("player")
    HealthBar.value = player.health
    MagicBar.value = player.mana

def update_ui():
    if Database.get_slot_value("weapon") :
        weapon = load(Database.get_slot_value("weapon"))
        WeaponLabel.text = weapon.display_string()

```

## 2.13 Procedural Generation Design

### 2.13.1 Overview

The concept I most liked the idea of for procedural generation came from my research into existing solutions in which I found a dev log on procedural generation in Dead Cells<sup>(3)</sup>. This dev log outlines how they use this idea of smaller handmade 'tiles' that can be pieced together using a skeletal structure of the level represented by a graph where each node is a room or corridor that can be selected randomly from a group of this type. I decided to take a similar approach as this allowed for a more handmade feel with similar lengths from the start to the finish of a level but still having a different level each time.

### 2.13.2 Graph Design

Firstly I needed to design the graph data structure I would use for my level design, I decided that each instance of the DungeonGraphNode class would have entrances/exits on the north, south, east and west of the room and that there would be the opportunity for another room to connect to these entrances. Because of this my DungeonGraphNodes will have specific variables to point to the rooms in each of these directions using aliasing. The only other thing needed to be stored in each room/node was the room type which I will store as a string.

The nodes themselves will not have any methods and I will use a DungeonGraph class to manage the graph

for each level and all of the DungeonGraphNode objects associated with it.

In the DungeonGraph I will have an Array storing all the current nodes aswell as a Dictionary to store a list of rooms for each room type for when generating. I will also have a Dictionary to get the opposite direction of north, south, east and west.

The setup of the dungeon graph will have a new root node declared with room type "start" and appended to the node list, every node after will have to specify which node in the list of nodes it wants to be put next to, what direction and the room type of that node before being added on.

The generate dungeon function will perform a pre-order depth first search of the graph generating the rooms when they are processed.

### 2.13.3 Room Design

The Rooms will have Node2D's at each of the entrances to allow the positions to be got easily in order to align them with all the entrances being the same size. Their will be a get\_pos() and set\_pos() function for each of the directions to move the positions of those entrances so that they can line up with each other.

The rooms will also have a cap function to cap the entrance in a certain direction if there is no room attached there.

Finally the rooms will also use the \_ready() function to set all the slimes health and damage according to the level.

### 2.13.4 Algorithms

#### DungeonGraphNode Script:

```
class_name DungeonGraphNode
north: DungeonGraphNode
south: DungeonGraphNode
east: DungeonGraphNode
west: DungeonGraphNode
room_type: str
```

#### DungeonGraph \_\_init\_\_():

Used to setup the root node.

```
def __init__():
    root = DungeonGraphNode.new()
    root.room_type = "start"
    nodes.append(root)
```

#### DungeonGraph add\_node(onto\_index, direction, room\_type):

Used to add a new DungeonGraphNode to the DungeonGraph in the direction specified onto the DungeonGraphNode at the index specified with the room type specified.

```
def add_node(onto_index, direction, room_type):
    onto = nodes[onto_index]
    if onto[direction]:
        return false
    new_node = DungeonGraphNode.new()
    new_node.room_type = room_type
    onto[direction] = new_node
    new_node[direction] = onto
    nodes.append(new_node)
    return true
```

#### DungeonGraph gen\_node(node, previous\_direction, previous):

Generates the room associated with the node using the direction it came from to line up its entrance with the previous room and then return the room generated.

```
def gen_room(node, previous_direction = null, previous = null):
    room = load.rooms[node.room_type].pick_random().instantiate() #Picks the random room from
                                                               #the list of that type and instantiates it
    add_child(room)
    if previous_direction: #Sets the position to align the entrances if the previous room
                           #exists
```

```

        room.set_pos(previous_direction, previous.get_pos(opposite_direction[previous_direction])
                     ))
for i in ['north', 'south', 'east', 'west']: #Caps the entrances with no rooms attached
    if node[i] == null:
        room.cap(i)
return room #returns the generated room

```

**DungeonGraph gen\_dungeon(node, previous\_direction, previous, generated):**

This is a recursive implementation of a depth first search passing the previous\_direction and previous room generated to be used for the gen\_room function and using the generated list to keep track of which nodes have been processed.

```

def gen_dungeon(node=root, previous_direction = null, previous = null, generated = []):
    room = await gen_room(node, previous_direction, previous) #Generates current room and
                                                               stores it
    generated.append(node) #Adds the node to the generated list
    for i in ['north', 'south', 'east', 'west']: #Checks each direction from the generated
                                                 node for ungenerated nodes
        if node[i] and node[i] not in generated:
            generated = await gen_dungeon(node[i], opposite_direction[i], room, generated) #
                                                               Recursive call on ungenerated nodes
                                                               passing in the list of nodes that
                                                               have been generated
    return generated #Returning generated to make sure it stays updated

```

**Room get\_pos(direction):**

Used to get the global position of the directional Node2D markers.

```

def get_pos(direction):
    match direction:
        'north':
            return North.global_position
        'south':
            return South.global_position
        'east':
            return East.global_position
        'west':
            return West.global_position

```

**Room set\_pos(direction, global\_pos):**

Used to set the position of the room such that the Node2D corresponding to the direction is at the global\_pos provided.

```

def set_pos(direction, global_pos):
    match direction:
        'north':
            global_position += global_pos - North.global_position
        'south':
            global_position += global_pos - South.global_position
        'east':
            global_position += global_pos - East.global_position
        'west':
            global_position += global_pos - West.global_position

```

**Room cap(direction):**

Loads the cap scene for the direction and then adds it to the entrance in that direction, blocking it off.

```

def cap(direction):
    match direction:
        'north':
            north_cap = load(north_cap_scene_path).instantiate()
            North.add_child(north_cap)
        'south':
            south_cap = load(south_cap_scene_path).instantiate()
            South.add_child(south_cap)
        'east':
            east_cap = load(east_cap_scene_path).instantiate()
            East.add_child(east_cap)
        'west':
            west_cap = load(west_cap_scene_path).instantiate()
            West.add_child(west_cap)

```

**Room \_ready():**

Used to set slime health/damage with a logarithmic function of the difficulty so the rate of health./damage increase decreases as difficulty goes up.

```
def _ready():
    if Slimes:
        for slime in Slimes.get_children():
            slime.health = floor(2*Global.current_level*log(3*Global.difficulty))
            slime.damage = floor(Global.current_level*log(3*Global.difficulty))
```

## 3 Development & Testing

### 3.1 Database Development

I used a global autoloaded script database.gd in order to implement all of my functions for handling the database. Upon testing the functions I realised that the reset\_password query was incorrect as it says UPDATE TABLE instead of just update.

I added all the prepared queries as private variables with strings in order to use db.query\_with\_bindings to sanitise and substitute inputs aswell as run the queries. This function would output wether the query succeeded or failed.

I then could use db.query\_result in order to get the results of the query.

#### 3.1.1 \_ready()

```
func _ready() -> void:
    db.path = "res://game_data.db"
    db.open_db()
    if not db.query(_create_table_users):
        print("Error: users table unable to be created")
        return
    if not db.query(_create_table_save_data):
        print("Error: save_data table unable to be created")
        return
    if not db.query(_create_table_stored_items):
        print("Error: stored_items table unable to be created")
        return
    db.query("PRAGMA foreign_keys = ON")
```

Figure 13: \_ready

In the database script db is declared using *SQLite.new()*. I use the script to load the database and make sure all the necessary tables are present.

I also made it so that the database is closed when the script exits the tree so as to make sure all the data is saved properly using godot's *\_exit\_tree()* function.

### 3.1.2 Hashing

```
#Function for generating salt
func gen_salt() -> String:
>| var salt = "string"
>| var x = randi_range(5,10)
>| for i in range(2**x):
>| >| salt = j_hash(salt,str(i*randi_range(1,10)))
>| return salt
```

Figure 14: gen\_salt

```
#Function for hashing a password or challenge answer
func j_hash(string, salt):
>| var hashedString = string
>| #Repeating a consistent but unpredictable amount of times
>| #On even rounds the password is sandwiched on odd rounds the salt is sandwiched
>| #Alternating the use of sha256 and md5 but making sure to end on sha256 so the hash is a predictable length.
>| for x in range(1,6*len(string)+1):
>| >| if x % 2 == 0:
>| >| >| hashedString = (salt.substr(x,hashedString.length()-x)+hashedString+salt.substr(0,x)).md5_text().sha256_text()
>| >| else:
>| >| >| hashedString = (hashedString.substr(0,x)+salt+hashedString.substr(x,hashedString.length()-x)).sha256_text().md5_text()
>| return hashedString
```

Figure 15: hash

The hash and gen\_salt functions implementation followed the pseudocode pretty faithfully apart from the fact I decided to not hash the number turned into a string as the salt doesn't have to be a certain length for the code to work. I also decided to times the number by a random integer to increase randomness and the number of possible salts as before there was not enough different salts to properly prevent rainbow tables.

### 3.1.3 Login Functions

```
func login(username,password):
>| db.query_with_bindings(_get_user_data,[username]) # Getting user data
>| if len(db.query_result) == 0: # If user doesnt exist
>| >| return "InvalidUsernameError"
>| var user_data = db.query_result[0]
>| var hashed_password = j_hash(password,user_data["salt"])
>| if hashed_password == user_data["password"]: # Checking password hash against stored hash
>| >| current_user_id = user_data["user_id"]
>| >| return true
>| return "IncorrectPasswordError" # If password doesnt match
```

Figure 16: login

This algorithm is a copy of the design algorithm just using godot's relevant functions instead. I further saved the current\_user\_id for ease of future queries.

```
#Function for creating a user
func add_user(username, password, answer):
    var salt = gen_salt() #Generating new salt
    var hashedPassword = j_hash(password, salt)
    var hashedAnswer = j_hash(answer, salt)
    if not db.query_with_bindings(_add_new_user,[username,hashedPassword,hashedAnswer,salt]): #Tries to add user
        return "InvalidUsernameError" #If user cannot be added then the username must be invalid
    return true
```

Figure 17: add\_user

This algorithm is a copy of the design algorithm just using godot's relevant functions instead.

```
func reset_password(username, answer, password):
    db.query_with_bindings(_get_user_data,[username]) # Getting user data
    if len(db.query_result) == 0: # If user doesnt exist
        return "InvalidUsernameError"
    var user_data = db.query_result[0]
    var hashed_answer = j_hash(password,user_data["salt"])
    if hashed_answer == user_data["answer"]: # Checking the answer hash against the stored hash
        db.query_with_bindings(_reset_password,[password,username])
    return true
    return "IncorrectAnswerError" # If answer doesnt match
```

Figure 18: reset\_password

This algorithm is a copy of the design algorithm just using godot's relevant functions instead.

### 3.1.4 Testing

```
func test_database():
    #Criteria 6.
    print("6.1:")
    print((len(db.gen_salt()) == 64) and (db.gen_salt() != db.gen_salt())) # Test 6.1.1
    print(len(db.j_hash("password", "salt")) == 64) # Test 6.1.2
    print(db.j_hash("password", "salt") == db.j_hash("password", "salt")) # Test 6.1.3
    print(db.j_hash("password", "salt") != db.j_hash("Password", "salt")) # Test 6.1.4
    print("6.3")
    print(db.add_user("Hyrule", "Password", "Answer")) # Test 6.3.1
    print(db.add_user("Hyrule", "Password", "Answer") == "InvalidUsernameError") # Test 6.3.2
    print("6.7,6.8,6.10")
    print(db.login("Hyrule", "Password") == "InvalidUsernameError") # Test 6.7.1
    print(db.login("Hyrule", "Password")) # Test 6.7.2
    print(db.reset_password("Hyrule", "Answer", "password") == "InvalidUsernameError") # Test 6.8.1
    print(db.reset_password("Hyrule", "answer", "password") == "IncorrectAnswerError") # Test 6.8.2
    print(db.reset_password("Hyrule", "Answer", "password")) # Test 6.8.3
    print(db.login("Hyrule", "Password") == "IncorrectPaswordError") # Test 6.7.3
```

Figure 19: test\_database.gd

This testing function was implemented as detailed in my testing plan that I designed.

Test #	Function	Parameters	Expected Outcome	Actual Outcome
6.1.1	gen_salt()		random 256 bit hex string	Success
6.1.2	hash()	”password”, ”salt”	random 256 bit hex string	Success
6.1.3	hash()	”password”, ”salt”	the same random 256 bit hex string	Success
6.1.2	hash()	”Password”, ”salt”	random 256 bit hex string different from before	Success
6.3.1	add_user()	”Hyrule”, ”Password”, ”Answer”	True	Success
6.3.2	add_user()	”Hyrule”, ”Password”, ”Answer”	”InvalidUsernameError” as a user already exists with that username	Success
6.6.1	login()	”Hyrule”, ”Password”	”InvalidUsernameError”	Success
6.6.2	login()	”Hyrule”, ”Password”	True	Success
6.7.1	reset_password()	”Hyrule”, ”Answer”, ”password”	”InvalidUsernameError”	Success
6.7.2	reset_password()	”Hyrule”, ”answer”, ”password”	”IncorrectAnswerError”	Success
6.7.3	reset_password()	”Hyrule”, ”Answer”, ”password”	True	Success
6.6.3	login()	”Hyrule”, ”Password”	”IncorrectPasswordError”	Success

Upon Testing I realised I needed a delete user function so that the user can be deleted. I designed a simple SQL query and created a function to delete users.

```
var _delete_user = """
DELETE FROM users
WHERE username = ?;
"""
```

Figure 20: \_delete\_user

```
func delete_user(username, password):
    db.query_with_bindings(_get_user_data,[username])
    if len(db.query_result) == 0: # If user doesn't exist
        return "InvalidUsernameError"
    var user_data = db.query_result[0]
    var hashed_password = j_hash(password,user_data["salt"])
    if hashed_password == user_data["password"]:# Checking password hash against stored hash
        db.query_with_bindings(_delete_user,[username]) # Deleting User
        return true
    return "IncorrectPasswordError" # If password doesn't match
```

Figure 21: delete\_user

Test #	Function	Parameters	Expected Outcome	Actual Outcome
6.9.1	delete_user()	”Hyrule”, ”Password”	IncorrectPasswordError	Success
6.9.2	delete_user()	”Hyrule”, ”password”	True	Success
6.6.4	login()	”Hyrule”, ”password”	InvalidUsernameError	Success

```
print(db.delete_user("Hyrule", "Password") == "IncorrectPaswordError") # Test 6.10.1
print(db.delete_user("Hyrule", "password")) # Test 6.10.2
print(db.reset_password("Hyrule", "Answer", "password") == "InvalidUsernameError") # Test 6.7.4
```

Figure 22: Test Remove User

Upon Testing the remove functions in the database I have updated the table queries to add ON DELETE CASCADE so that if the user gets deleted all their saves get deleted.

### 3.2 Login System Development

I used godot's inbuilt label, button and line edit node's in order to construct my forms. To each form I added an extra label in order to display Errors to the user.

I linked the buttons pressed signals to a script in order to determine what happens when the button is pressed and used variables to fetch and store the data from the line edit nodes.

I used node2ds in order to create groups of the nodes for more organisation and I kept the form layout mostly the same without some of the fancier unnecessary design elements from the mockup forms.

### 3.2.1 Login Form



Figure 23: Layout

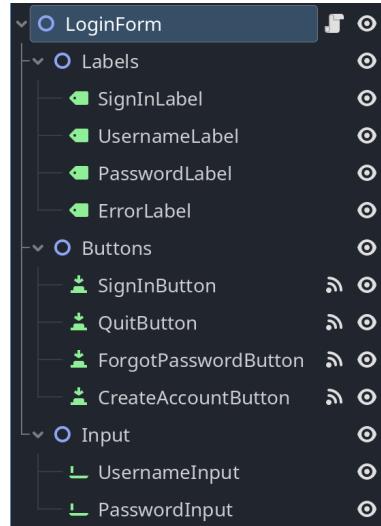


Figure 24: Structure

The layout and structure are as designed but I decided to group all the Labels, Buttons and Input Boxes using Node2D to have a neater structure.

```

    func _on_forgot_password_button_pressed() -> void:
        get_tree().change_scene_to_file("res://scenes/reset_password_form.tscn")

    func _on_create_account_button_pressed() -> void:
        get_tree().change_scene_to_file("res://scenes/menu/create_account_form.tscn")

    func _on_quit_button_pressed() -> void:
        global.quit()

```

Figure 25: button\_pressed functions

These button functions are pretty simple as I only need to change scene or quit the game.

```

    func _on_sign_in_button_pressed() -> void:
        var username = $Input/UsernameInput.text
        var password = $Input/PasswordInput.text
        var success = database.login(username, password)
        if not (typeof(success) == TYPE_BOOL and success == true):
            if success == "InvalidUsernameError":
                $Labels/ErrorLabel.text = "Invalid Username"
            elif success == "IncorrectPasswordError":
                $Labels/ErrorLabel.text = "Incorrect Password"
            else:
                get_tree().change_scene_to_file("res://scenes/menu/save_menu.tscn")

```

Figure 26: \_on\_sign\_in\_button\_pressed

This is the function for when the sign in button is pressed it fetches the data and tries to login, displaying any errors it gets. If the login is successful then it switches the scene to the save\_menu scene.

### 3.2.2 Reset Password Form

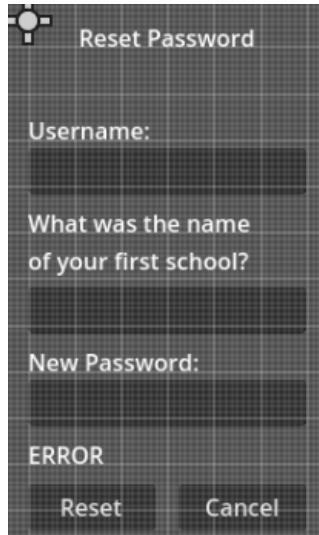


Figure 27: Layout

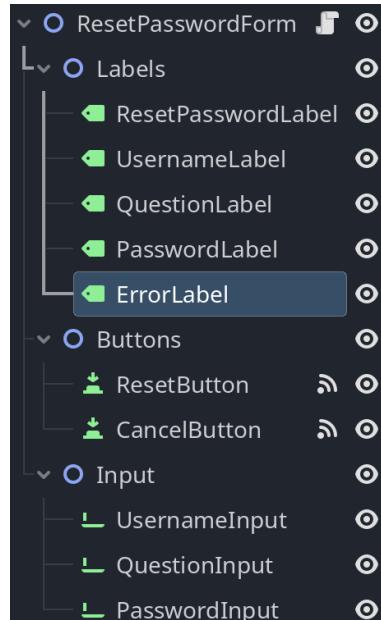


Figure 28: Structure

The layout and structure are as designed but I decided to group all the Labels, Buttons and Input Boxes using Node2D to have a neater structure.

```
> func _on_cancel_button_pressed() -> void:
>     get_tree().change_scene_to_file("res://scenes/menu/login_form.tscn")
```

Figure 29: \_on\_cancel\_button\_pressed

This button function is pretty simple as I only need to change scene back to the login form.

```
<> func _on_reset_button_pressed() -> void:
<>     var username = $Input/UsernameInput.text
<>     var answer = $Input/QuestionInput.text
<>     var password = $Input/PasswordInput.text
<>     var success = database.reset_password(username, answer, password)
<>     if not (typeof(success) == TYPE_BOOL and success == true):
<>         if success == "InvalidUsernameError":
<>             $Labels/ErrorLabel.text = "Invalid Username"
<>         elif success == "IncorrectAnswerError":
<>             $Labels/ErrorLabel.text = "Incorrect Answer"
<>         else:
<>             get_tree().change_scene_to_file("res://scenes/menu/login_form.tscn")
```

Figure 30: \_on\_reset\_password\_button\_pressed

This is the function for when the reset password button is pressed it fetches the data and tries to reset the password, displaying any errors it gets. If the reset is successful then it switches the scene to the login\_form scene.

### 3.2.3 Create Account Form

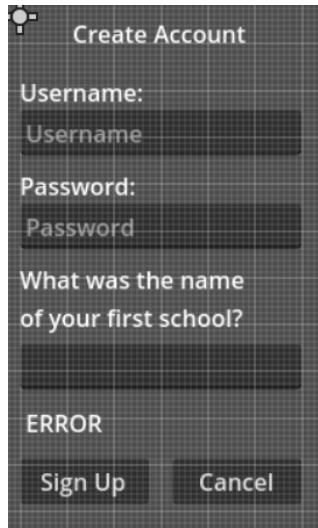


Figure 31: Layout

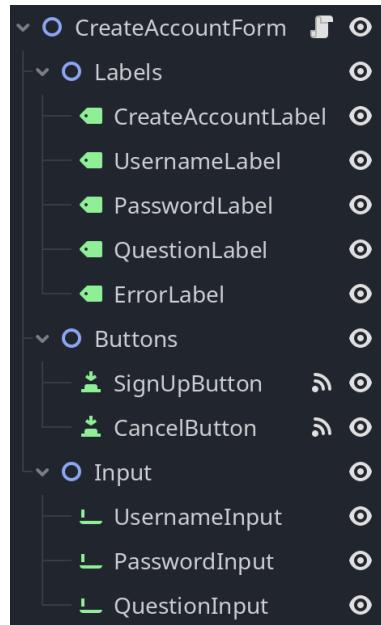


Figure 32: Structure

The layout and structure are as designed but I decided to group all the Labels, Buttons and Input Boxes using Node2D to have a neater structure.

```

    func _on_cancel_button_pressed() -> void:
        get_tree().change_scene_to_file("res://scenes/menu/login_form.tscn")
  
```

Figure 33: \_on\_cancel\_button\_pressed

This button function is pretty simple as I only need to change scene back to the login form.

```

    func _on_sign_up_button_pressed() -> void:
        var username = $Input/UsernameInput.text
        var password = $Input/PasswordInput.text
        var answer = $Input/QuestionInput.text
        var success = database.add_user(username, password, answer)
        if not (typeof(success) == TYPE_BOOL and success == true):
            if success == "InvalidUsernameError":
                $Labels/ErrorLabel.text = "Invalid Username"
            else:
                get_tree().change_scene_to_file("res://scenes/menu/login_form.tscn")
  
```

Figure 34: \_on\_sign\_up\_button\_pressed

This is the function for when the create account button is pressed it fetches the data and tries to create the account, displaying any errors it gets. If the reset is successful then it switches the scene to the login\_form scene.

### 3.3 Save Select System

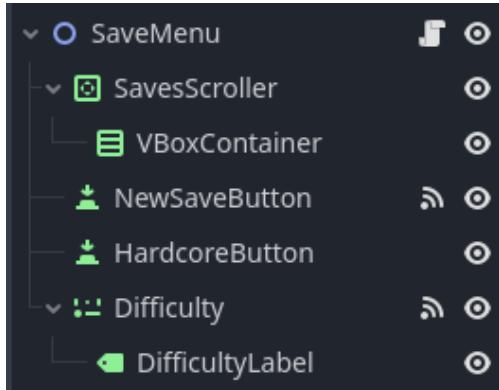


Figure 35: Structure

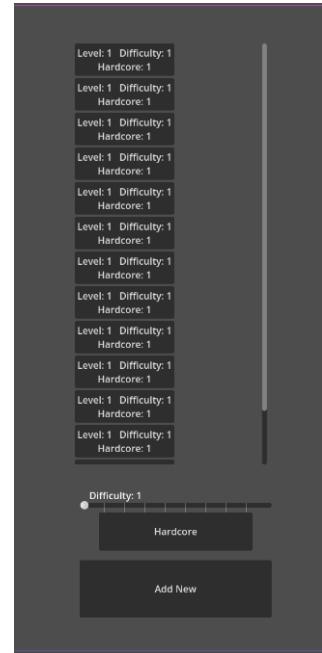


Figure 36: Layout

The structure is as was described with the VBoxContainer in the ScrollContainer to make sure the save buttons are only stacked vertically. There is also a label attached to the Difficulty slider.

The layout is simple with the save list in the center and scrollbar next to it and the add new elements underneath.

```
extends Node2D

#Function to load the list
func _load_list():
    var save_data_list = Database.get_user_save_data()
    for save_data in save_data_list:
        var button = Button.new()
        button.text = "Level: %s \t Difficulty: %s\nHardcore: %s" % [save_data["level"], save_data["difficulty"], save_data["hardcore"]]
        button.connect("pressed",_on_save_selected.bind(save_data))
        $SavesScroller/VBoxContainer.add_child(button)

    # Called when the node enters the scene tree for the first time.
func _ready() -> void:
    _load_list()

func _on_save_selected(save_data):
    Database.current_save_id = save_data["save_id"]
    #Link to current level when made

func _on_difficulty_drag-ended(value_changed: bool) -> void:
    $Difficulty/DifficultyLabel.text = "Difficulty: " + str($Difficulty.value)

func _on_new_save_button_pressed() -> void:
    Database.add_new_save_data($Difficulty.value,$HardcoreButton.button_pressed)
    _load_list()
```

Figure 37: Script

This script is similar to pseudocode with the string formatting changed to work in godot and the code to load the save list moved to another function so the save list can be reloaded every time a new save is added as well as a function linked to the Difficulty slider to update the Difficulty label.

### 3.4 Video Testing (Login Forms)

I initially tested the login forms and save menu in the video here<sup>[2]</sup>. The Login Forms did their function perfectly however the save menu kept the previous save data in the list when calling the `_load_list` function for the second time. To fix this I added a loop at the start of the function to get rid of all the children of the `VBoxContainer`.

```
for child in $SavesScroller/VBoxContainer.get_children():
    child.queue_free()
```

Figure 38: Script Fix

I then tested the save menu again here<sup>[3]</sup> and it worked just fine.

### 3.5 Item Development

I will use resource scripts in order to implement the item classes and I will export the variables so that when I create new resources I can set the values.

In order to export the `armour_type`, `body_part`, `charm_type`, `weapon_type` and `damage_type` I will use an enum as it can only take one of the values in the list. This means the variables will take the form of an integer instead of a string.

#### 3.5.1 Folder Structure

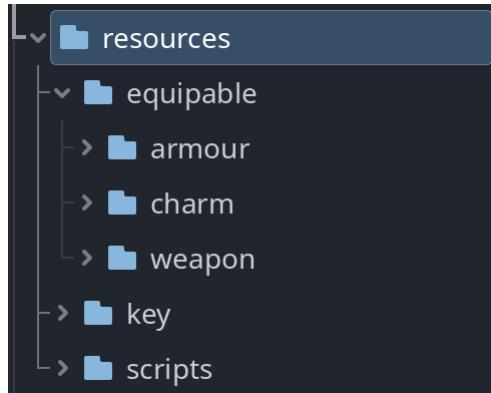


Figure 39: Folder Structure

I added more folders in order to organise the items into their groups as well as keeping the resource scripts in a `scripts` folder.

#### 3.5.2 Item

```
1  extends Resource
2
3  class_name Item
4
5  @export var stackable: bool
6  @export var description: String
7  @export var icon: Texture
```

Figure 40: Item Script

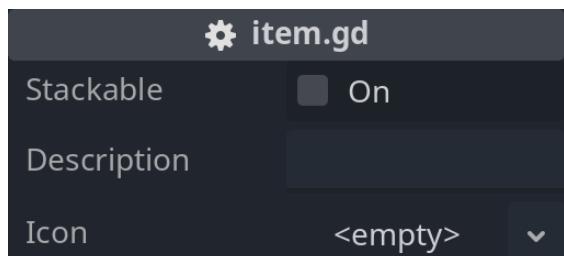


Figure 41: Item Exports

This shows the Item script and exported variables which I can set for each instance of that class including instances of classes that inherit from item.

I chose to remove the item\_id as it seemed complicated to autoincrement it and enforce uniqueness and so I will store the file path in the item\_id column in the database instead of an integer and so I updated the create\_table\_stored\_items query in order to allow that.

### 3.5.3 Equipable

```

1  extends Item
2
3  class_name Equipable
4
5  @export var stat_boosts: Dictionary = {}
6
7  func _init():
8    stackable = false

```

Figure 42: Equipable Script



Figure 43: Equipable Exports

This shows the Equipable script and exported variables which I can set in any instance of this class or classes that inherit from it. I am using a dictionary to store stat boosts where the key is the stat and the value is the boost and these pairs can be added through the inspector. I set stackable to false by default as Equipable items will not be stackable.

### 3.5.4 Armour

```

1  extends Equipable
2
3  class_name Armour
4
5  @export var defense: int
6  @export enum("Light", "Heavy") var armour_type: int
7  @export enum("Head", "Chest", "Legs") var body_part: int
8  @export var set_id: int

```

Figure 44: Armour Script

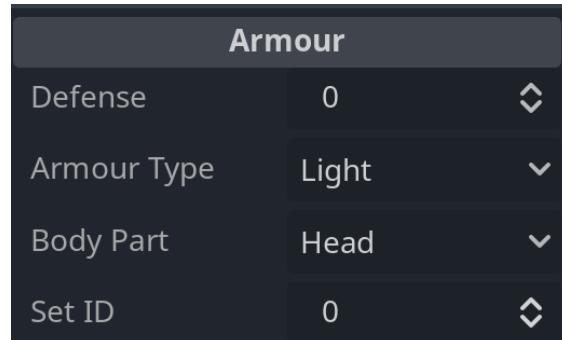


Figure 45: Armour Exports

This shows the Armour script and exported variables which I can set in any instance. I used an enum to represent the types of armour and body parts which it can be equipped on.

### 3.5.5 Charm

```

1  extends Equipable
2
3  class_name Charm
4
5  @export enum("Ice", "Fire", "Cursed", "Divine", "Poison") var charm_type: int

```

Figure 46: Charm Script

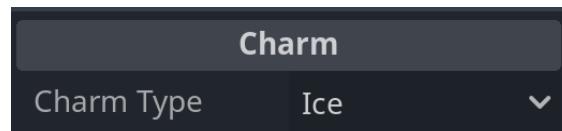


Figure 47: Charm Exports

This shows the Charm script and exported variables which I can set in any instance. I used an enum to represent the different charm types as you can only have one of them.

### 3.5.6 Weapon

```

1  extends Equipable
2
3  class_name Weapon
4
5  @export_enum("Ranged", "Magic", "Melee") var weapon_type: int
6  @export var attack_power: int
7  @export var attack_range: int
8  @export_enum("Ice", "Fire", "Cursed", "Divine", "Poison") var damage_type: int

```

Figure 48: Weapon Script



Figure 49: Weapon Exports

This shows the Weapon script and exported variables which I can set in any instance. I used an enum to represent the different weapon types and damage types so you can only select one

```

▼ func attack(owner, direction: Vector2):
    #Load the hurtbox scene
    var hurtbox_scene = load(hurtbox_scene_path)
    var hurtbox_instance = hurtbox_scene.instantiate()
    hurtbox_instance.range = attack_range
    hurtbox_instance.damage = attack_power
    hurtbox_instance.damage_type = damage_type
    hurtbox_instance.rotation = direction.angle()
    #Add child
    owner.add_child(hurtbox_instance)
    #Hitbox lasts for a tenth of a second
    await owner.get_tree().create_timer(0.1).timeout
    hurtbox_instance.queue_free()

```

Figure 50: Weapon attack() function

This shows the weapon attack script that I implemented I changed the name from hitbox to hurtbox as that is more accurate and I had to use a timer in order to sleep for an amount of time that the hitbox will last for.

### 3.5.7 Key

```

1  extends "res://resources/scripts/item.gd"
2
3  class_name Key
4
5  @export var key_id: String

```

Figure 51: Key Script

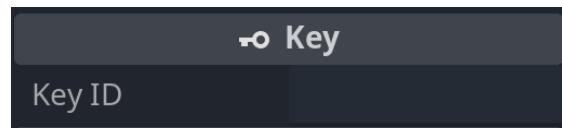


Figure 52: Key Exports

This shows the Key script and exported variables which I can set in any instance. The key ID will correspond to a door id and unlock that door.

### 3.5.8 Revision

Upon starting the inventory development I have decided to switch from enums to strings as the enums make it more complicated to access the string associated with the number.

## 3.6 Inventory Development

I used a separate autoloaded script inventory.gd in order to implement the inventory functions.

I added functions to the database script in order to utilise the current\_save\_id script variable so that I don't have to input the variable every time I want to run a save\_data or stored\_items query. The functions execute the query passing in the current\_save\_id and return the query result.

### 3.6.1 Add Item

```

▼ func add_item (item_id, amount):
  ▷  var item = load(item_id) # Loads the item
  ▷  if Database.count_stored_items() > max_inventory_size and not(item.stackable): # Full Inventory
  ▷    return "FullInventoryError"
  ▷  else :
  ▷    # Checks if you can stack the item and either adds a new entry or stacks it
  ▷    if len(Database.get_stored_item_amount(item_id)) != 0 and item.stackable: # If the item is in the database
  ▷      Database.update_stored_item_amount(amount, item_id)
  ▷    else :
  ▷      Database.add_stored_item(item_id, amount)
  ▷  return true

```

Figure 53: add\_item()

The add\_item function stayed mostly faithful to the pseudocode except I moved stuff around for clarity.

### 3.6.2 Remove Item

```

func remove_item(item_id, amount):
  ▷  var amount_stored = Database.get_stored_item_amount(item_id)
  ▷  if len(amount_stored) != 0: # If the item is in the database
  ▷    amount_stored = amount_stored[0]["amount"]
  ▷    if amount_stored < amount: # Not enough items
  ▷      return "ItemQuantityError"
  ▷    elif amount_stored == amount: # Exactly enough items
  ▷      Database.remove_stored_item(item_id)
  ▷    else :
  ▷      Database.update_stored_item_amount(-amount, item_id) # Removes the amount of that item
  ▷    return true # Indicates that it was successful
  ▷  return "ItemQuantityError"

```

Figure 54: remove.item()

The remove\_item function is mostly the same as the pseudocode except I extracted some of the query data so I don't end up running repeat queries.

### 3.6.3 Unequip Item

```
func unequip_item(slot):
    # Gets the slot value
    var value = Database.get_slot_value(slot)
    # Checks if there is an item to unequip
    if value != null:
        if (add_item(value, 1) == "FullInventoryError"): # Adds the item back to the stored_items/
            return "FullInventoryError"
        Database.set_slot_value(slot, null) # Sets the slot back to null
    return true
return true # If there is no item to unequip we have succeeded
```

Figure 55: unequip\_item()

The unequip\_item function is again close to the pseudocode except I extracted repeat queries to a variable.

### 3.6.4 Equip Item

```
func equip_item(item_id):
    var slot: String
    var item = load(item_id) # Loads the item
    # Checks if the item is Equipable
    if not(item is Equipable):
        return false
    # Gets the slot to equip it into
    if item is Armour:
        slot = item.body_part
    elif item is Weapon:
        slot = "weapon"
    else:
        if Database.get_slot_value("charm_1") == null:
            slot = "charm_1"
        else:
            slot = "charm_2"
    remove_item(item_id,1)
    var success = unequip_item(slot) # Checks the success of unequipping the item
    if not(success is bool) and success == "FullInventoryError":
        add_item(item_id,1)
    return "FullInventoryError"
    Database.set_slot_value(slot, item_id) # Equips the item
    return true
```

Figure 56: equip\_item()

In the equip item function I decided to simplify the process of deciding which charm slot as it was unnecessarily complex and I also added a check for if the inventory is full making sure to still accept it if equipping the item leaves just enough room in the inventory.

### 3.6.5 Testing

```
func test_inventory():
>| Database.add_user("test", "password", "answer")
>| Database.login("test", "password")
>| Database.add_new_save_data(1,true)
>| Database.current_save_id = 1
>| #Criteria 12
>| print(Inventory.add_item("res://utils/test_item.tres", 2)) # Test 12.5.1
>| print(Inventory.item_amount("res://utils/test_item.tres") == 2)
>| print(Inventory.add_item("res://utils/test_item.tres", 3)) # Test 12.5.2
>| Inventory.max_inventory_size = 1
>| print(Inventory.add_item("res://utils/test_weapon.tres", 1) == "FullInventoryError") # Test 12.5.3
>| print(Inventory.item_amount("res://utils/test_item.tres") == 5)
>| print(Inventory.remove_item("res://utils/test_item.tres",2)) # Test 12.5.4
>| print(Inventory.item_amount("res://utils/test_item.tres") == 3)
>| print(Inventory.remove_item("res://utils/test_item.tres",10) == "ItemQuantityError") # Test 12.5.5
>| print(Inventory.remove_item("res://utils/test_item.tres",3)) # Test 12.5.6
>| print(Inventory.item_amount("res://utils/test_item.tres") == 0)
>| print(Inventory.remove_item("res://utils/test_item.tres",2) == "ItemQuantityError") # Test 12.5.7
>| print(Inventory.unequip_item("head")) # Test 12.4.1
>| Inventory.add_item("res://utils/test_helmet.tres",1) #Test 12.4.2
>| print(Inventory.equip_item("res://utils/test_helmet.tres"))
>| print(Database.get_slot_value("head") == "res://utils/test_helmet.tres")
>| print(Inventory.item_amount("res://utils/test_helmet.tres") == 0)
>| Inventory.add_item("res://utils/test_helmet2.tres",1) # Test 12.4.3
>| print(Inventory.equip_item("res://utils/test_helmet2.tres"))
>| print(Inventory.item_amount("res://utils/test_helmet.tres") == 1)
>| print(Inventory.unequip_item("head") == "FullInventoryError") # Test 12.4.4
>| Inventory.remove_item("res://utils/test_helmet.tres",1) # Test 12.4.5
>| print(Inventory.unequip_item("head"))
```

Figure 57: test\_inventory()

I added the relevant test items in order to test the inventory functions with this script which I ran.

Test #	Function	Parameters	Expected Outcome	Actual Outcome
12.5.1	add_item()	"test_item.tres", 2	Adds test item to the stored_items table.	Success
12.5.2	add_item()	"test_item.tres", 3	As the item already exists it should add 3 to the amount.	Success
12.5.3	add_item()	"test_weapon.tres", 1	As in the testing environment the max inventory size will be 1 and this should return "FullInventoryError"	Fail
12.5.4	remove_item()	"test_item.tres", 2	As more than the amount of the item is in the inventory it should subtract 2.	Success
12.5.5	remove_item()	"test_item.tres", 10	"ItemQuantityError" as there isn't enough of the item in the database	Success
12.5.6	remove_item()	"test_item.tres", 3	As exactly the amount is in the database the item entry should get removed.	Success
12.5.7	remove_item()	"test_item.tres", 2	"ItemQuantityError" as there isn't any of the item in the database	Success
12.4.1	unequip_item()	"head"	True and the head slot should remain as NULL	Fail
12.4.2	equip_item()	"test_helmet.tres"	True and the head slot should become "test_helmet.tres"	Success
12.4.3	equip_item()	"test_helmet_2.tres"	True and the head slot should become "test_helmet.tres"	Success
12.4.4	unequip_item()	"head"	"FullInventoryError"	Success
12.4.5	unequip_item()	"head"	True as I will empty the inventory and the head should be NULL and the inventory should contain the helmet.	Success

The add\_item function failed to return "FullInventoryError" as it only checked if the item wasn't stackable not if it wasn't stackable and already stored so I updated the script.

```

func add_item(item_id, amount):
    var item = load(item_id) # Loads the item
    if Database.count_stored_items() >= max_inventory_size and not(item.stackable and item_amount(item_id) != 0):
        return "FullInventoryError"
    else :
        print("hi")
        # Checks if you can stack the item and either adds a new entry or stacks it
        if item_amount(item_id) != 0 and item.stackable: # If the item is in the database
            Database.update_stored_item_amount(amount, item_id)
        else :
            Database.add_stored_item(item_id, amount)
    return true

```

Figure 58: add\_item() fixed

The remove\_item failed due to a syntax error with the SQL statement so I edited the get\_slot\_value function to query for all values and then look it up I also updated the set\_slot\_value function to query the slot using a match case rather than bindings.

```

func get_slot_value(slot):
    db.query_with_bindings(_.get_slot_values, [current_user_id, current_save_id])
    print(db.query_result)
    if len(db.query_result) == 0:
        return null
    return db.query_result[0][slot]

```

Figure 59: get\_slot\_value() fixed

```

func set_slot_value(slot, item_id):
    match slot:
        "head": db.query_with_bindings(_.set_head_value, [item_id, current_save_id])
        "chest": db.query_with_bindings(_.set_chest_value, [item_id, current_save_id])
        "legs": db.query_with_bindings(_.set_legs_value, [item_id, current_save_id])
        "weapon": db.query_with_bindings(_.set_weapon_value, [item_id, current_save_id])
        "charm_1": db.query_with_bindings(_.set_charm_1_value, [item_id, current_save_id])
        "charm_2": db.query_with_bindings(_.set_charm_2_value, [item_id, current_save_id])
    return db.query_result

```

Figure 60: set\_slot\_value() fixed

The unequip\_item function failed due to not checking if success is a boolean before comparing it so I amended it.

```

func unequip_item(slot):
    # Gets the slot value
    var value = Database.get_slot_value(slot)
    # Checks if there is an item to unequip
    if value != null:
        var success = add_item(value, 1)
        if (not(success is bool)) and success == "FullInventoryError": #
            return "FullInventoryError"
        Database.set_slot_value(slot, null) # Sets the slot back to null
        return true
    return true # If there is no item to unequip we have succeeded

```

Figure 61: unequip\_item() fixed

**Retesting:**

Test #	Function	Parameters	Expected Outcome	Actual Outcome
12.5.1	add_item()	"test_item.tres", 2	Adds test item to the stored_items table.	Success
12.5.2	add_item()	"test_item.tres", 3	As the item already exists it should add 3 to the amount.	Success
12.5.3	add_item()	"test_weapon.tres", 1	As in the testing environment the max inventory size will be 1 and this should return "FullInventoryError"	Success
12.5.4	remove_item()	"test_item.tres", 2	As more than the amount of the item is in the inventory it should subtract 2.	Success
12.5.5	remove_item()	"test_item.tres", 10	"ItemQuantityError" as there isn't enough of the item in the database	Success
12.5.6	remove_item()	"test_item.tres", 3	As exactly the amount is in the database the item entry should get removed.	Success
12.5.7	remove_item()	"test_item.tres", 2	"ItemQuantityError" as there isn't any of the item in the database	Success
12.4.1	unequip_item()	"head"	True and the head slot should remain as NULL	Success
12.4.2	equip_item()	"test_helmet.tres"	True and the head slot should become "test_helmet.tres"	Success
12.4.3	equip_item()	"test_helmet_2.tres"	True and the head slot should become "test_helmet.tres"	Success
12.4.4	unequip_item()	"head"	"FullInventoryError"	Success
12.4.5	unequip_item()	"head"	True as I will empty the inventory and the head should be NULL and the inventory should contain the helmet.	Success

All the tests came out as a success so that concludes my testing.

### 3.7 Hurtbox Development

#### 3.7.1 Layout

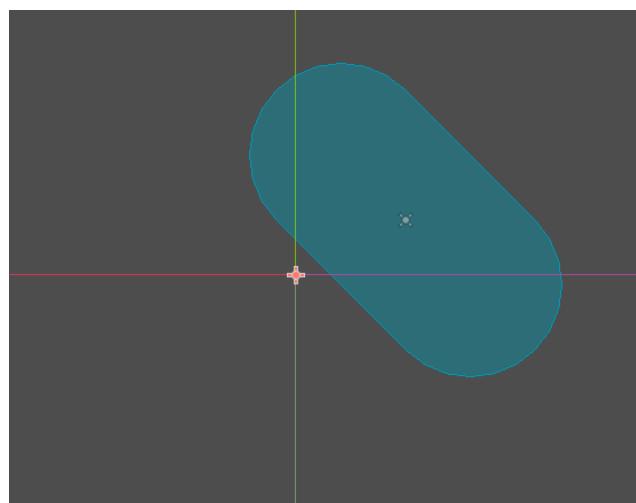


Figure 62: HurtBox Layout

I made the hurtbox like this as the center of the area2d node (the cross) can rotate allowing the actual collisionshape to rotate around the player depending on the direction of attack.

### 3.7.2 Script

```
extends Area2D

var damage: int
var damage_type: String
var range: int

func _on_body_entered(body: Node2D) -> void:
    if body.is_in_group("enemies"): # If its an enemy damages it
        body.take_damage(damage, damage_type)
```

Figure 63: Hurtbox Script

I changed the script from using the ready function to running every time a body enters the hurtbox as it allows the hurtbox to work for the duration of its existence rather than just at the start. Other than that the script is the same.

## 3.8 Player Development

### 3.8.1 Layout and Structure

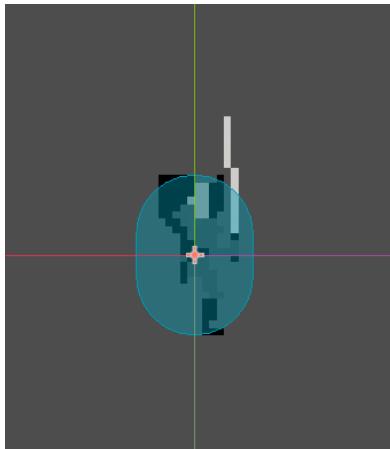


Figure 64: Layout

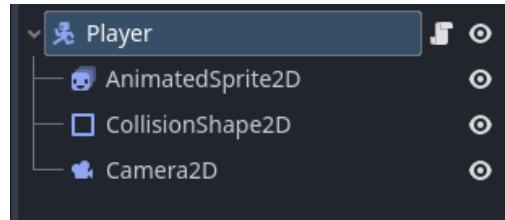


Figure 65: Structure

The structure is the same as was described in the class diagram and the layout is as such so that the player can interact with walls and enemy hits can register it.

### 3.8.2 \_physics\_process(delta):

```

    func _physics_process(delta: float) -> void:
        # Get the direction
        var direction = Vector2(Input.get_axis("left", "right"), Input.get_axis("up", "down"))
        # Velocity
        velocity = direction.normalized() * SPEED
        # Moving/Idling if its not already animating
        if not animating:
            if direction:
                last_direction = direction
                $AnimatedSprite2D.play(get_animation("walk"))
            else:
                $AnimatedSprite2D.play(get_animation("idle"))
                move_and_slide()

```

Figure 66: \_physics\_process():

I decided to add an animating flag for use in this script that will be flagged when animations that cannot be interrupted are playing (e.g. attacks) so that the player will not move or switch animations during that. Other than that the function is the same as the designed function with a slightly different method of getting direction.

### 3.8.3 Player Animation

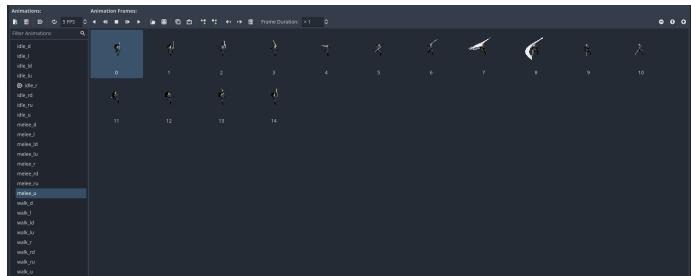


Figure 67: Animations

```

func get_animation(animation_type: String):
    var anim = animation_type + "_"
    if last_direction.x:
        if last_direction.x == 1:
            anim += 'r'
        else:
            anim += 'l'
    if last_direction.y:
        if last_direction.y == 1:
            anim += 'd'
        else:
            anim += 'u'
    return anim

```

Figure 68: get\_animation():

I added the animation frames into separate animations in the Player's animationPlayer naming them such that the different directional animation names can be got using the get\_animation() function.

### 3.8.4 Player Attack

```

    func _input(event: InputEvent) -> void:
        if event.is_action_pressed("attack"):
            attack()

    func attack():
        if not animating:
            animating = true
            $AnimatedSprite2D.play(get_animation("melee"))
            load(Database.get_slot_value("weapon")).attack(self, last_direction)
            await $AnimatedSprite2D.animation_finished
            animating = false

```

Figure 69: Player Attack

I added code to the input function to call the player's attack function if the attack action is pressed which mostly does the same as the planned script except for setting the animating flag to true until it finishes animating to prevent the player from being able to attack twice or walk while attacking.

### 3.9 TileMap Development



Figure 70: Physics Layer on TileMap

I added a TileMap using Godot's TileMap node and a free dungeon tileset painting a physics layer on the walls so that the player and enemies will collide with them. I can add this as a child to any scene and use it to place individual tiles and build level/room structures. I only added physics layers to the wall and floor tiles as I will only use them.

### 3.10 Video Testing (Movement and TileMap)

In the video here<sup>[1]</sup> I have documented my testing of the player movement, moving and idle animations as well as the TileMap within a square test level I made using the tilemap.

The Player movement was a consistent speed, smooth and worked in all 8 directions the movement direction corresponded to the keybinds accurately (1.1-1.4).

The Player animation was updated correctly depending on whether I was walking or idle and the direction I was facing.

The TileMap tiles displayed correctly and the walls correctly blocked the player movement through them even in the corners.

### 3.11 Dummy Development

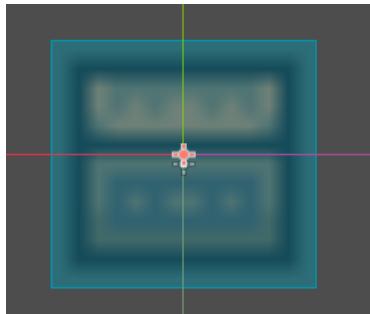


Figure 71: Layout

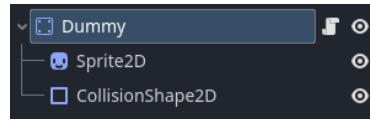


Figure 72: Structure

```
extends StaticBody2D

func _ready() -> void:
    >> add_to_group("enemies")

func take_damage(damage, damage_type):
    >> print(damage)
    >> print(damage_type)
```

Figure 73: Script

As part of my developmental testing I decided to create a simple dummy to test weapons on. The dummy consists of a StaticBody2D with a CollisionShape2D and a Sprite2D it also has a simple script for taking damage which I have set to print damage type and damage to the console.

### 3.12 Stakeholder Feedback 1

I got my first stakeholder feedback on 02/03/25 from Stakeholders Daniel and Samuel. I showed them my Login System and Save Select System as well as player movement and got their feedback. The video can be found here<sup>[10]</sup>.

#### 3.12.1 Login System and Save Menu

During the Demo of the Login System and Save Menu Samuel got stuck on the Save Menu and had to restart to log out, to fix this I added a simple Logout Button to the Save Menu which switches the scene back to the login page to allow login as another account.

```
func _on_log_out_button_pressed() -> void:
    >> get_tree().change_scene_to_file("res://scenes/menu/login_form.tscn")
```

Figure 74: Logout Button

Stakeholders mentioned how they would like the addition of a confirm password box to make sure that no mistypes in the password would affect logging in and so I added this with a simple check to see if the entered fields are equal.

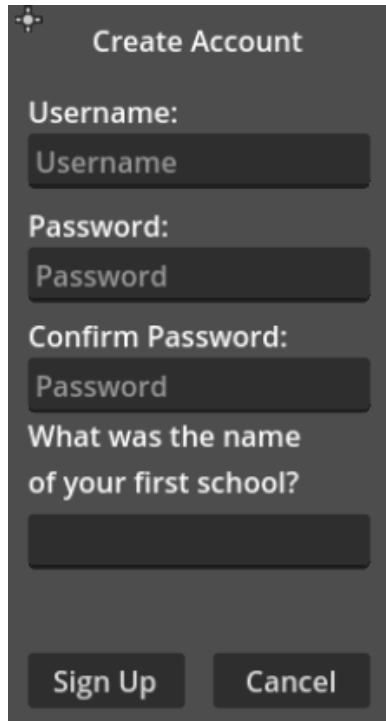


Figure 75: Confirm Password Field

```

func _on_sign_up_button_pressed() -> void:
    var username = $Input/UsernameInput.text
    var password = $Input/PasswordInput.text
    var answer = $Input/QuestionInput.text
    var success = Database.add_user(username, password, answer)
    if $Input/PasswordInput.text == $Input/ConfirmPasswordInput.text:
        if not (typeof(success) == TYPE_BOOL and success == true):
            if success == "InvalidUsernameError":
                $Labels/ErrorLabel.text = "Invalid Username"
            else:
                get_tree().change_scene_to_file("res://scenes/menu/login_form.tscn")
        else:
            $Labels/ErrorLabel.text = "Passwords Don't Match"

```

Figure 76: Updated Script

### 3.12.2 Test Scene

During the demo the stakeholders ran into an issue with the attacks where the attack function in the weapon scripts wasn't able to properly use await and timers due to them not being in the scene tree and so crashed the program when the player tried to attack, to fix this I moved the attack functions out of the weapon script and directly into the player's attack function sacrificing the polymorphism for the sake of time.

```

    func attack():
        if not animating:
            animating = true
            $AnimatedSprite2D.play(get_animation("melee"))
            weapon = load(Database.get_slot_value("weapon"))
            if weapon.weapon_type == "melee":
                #Load the hurtbox scene
                var hurtbox_scene = load(weapon.hurtbox_scene_path)
                var hurtbox_instance = hurtbox_scene.instantiate()
                hurtbox_instance.range = weapon.attack_range
                hurtbox_instance.damage = weapon.attack_power
                hurtbox_instance.damage_type = weapon.damage_type
                hurtbox_instance.rotation = last_direction.angle()
                #Add child
                add_child(hurtbox_instance)
                #Hitbox lasts for a tenth of a second
                await get_tree().create_timer(0.1).timeout
                print("yes")
                hurtbox_instance.queue_free()
                await $AnimatedSprite2D.animation_finished
                animating = false

```

Figure 77: Updated Player Attack Function

### 3.13 Dash Development

```

elif event.is_action_pressed("dash"):
    if can_dash: # Increases speed momentarily if you can dash
        speed = 8*speed
        can_dash = false
        await get_tree().create_timer(0.05).timeout #dash duration
        speed = speed/8
        await get_tree().create_timer(0.5).timeout #dash cooldown
        can_dash = true

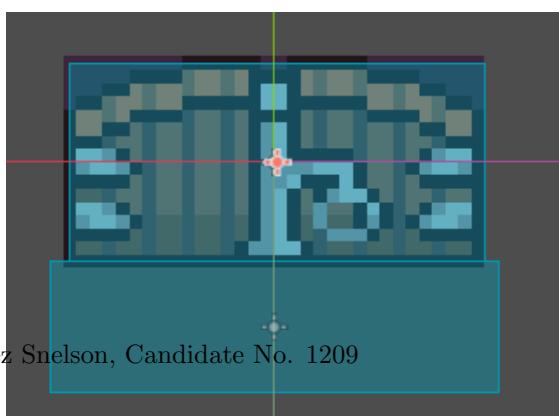
```

Figure 78: Updated Player Attack Function

For the dash development I added a clause to the input function to check for the dash input (Q Key) and then if the player could dash I would increase the player speed aswell as setting can\_dash to false momentarily before decreasing the speed it and waiting half a second for the dash cooldown before setting can\_dash to true.

### 3.14 Dungeon Environment Development

#### 3.14.1 Door



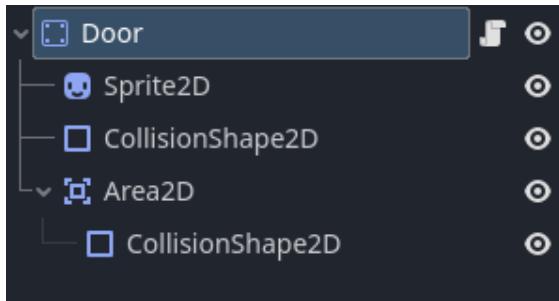


Figure 80: Structure

The layout and structure of the door is as shown above, mostly the same as was designed making sure to get the area2d in front of the door for opening.

```

extends StaticBody2D

@export var change_scene: bool
@export var scene_path: String
@export var key_path: String
@export var locked: bool

func _input(event: InputEvent) -> void:
    if event.is_action_pressed("interact"): # Check pressed button
        for x in $Area2D.get_overlapping_bodies():
            if x.name == "Player": # Check the player is within range
                if not(locked) or Inventory.remove_item(key_path,1) is bool: # Check if the player has the key and removes it if the door isn't locked
                    if change_scene:
                        get_tree().change_scene_to_file(scene_path) # Change Scene
                    else:
                        queue_free()
  
```

Figure 81: Script

I added a variable that determines whether or not the door is locked as well as looping through the overlapping bodies instead of checking if it overlaps a certain body as that was easier to implement.

### 3.14.2 Chest

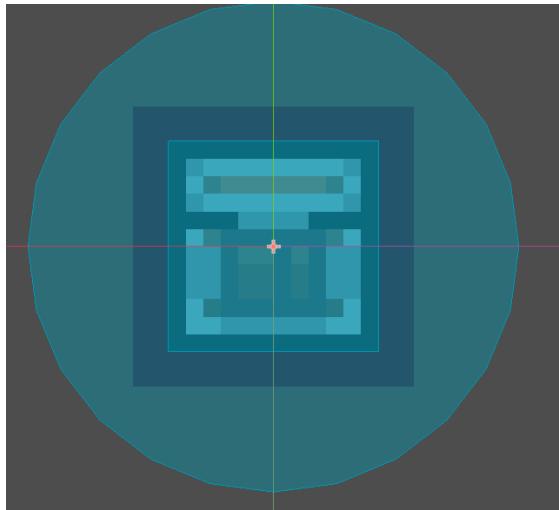


Figure 82: Layout

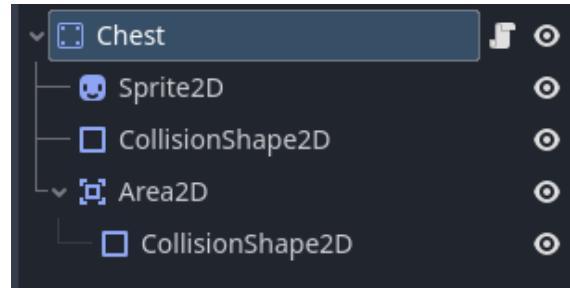


Figure 83: Structure

The layout and structure of the chest are mostly the same as was designed with the detection area being a circle around the chest.

```

extenus StaticBody2D

@export var item_pool: Dictionary
@export var item_number: int
@export var key_path: String
@export var locked: bool
var item_list: Array

func _ready() -> void:
    for item in item_pool:
        var add_list = []
        for x in item_pool[item]:
            add_list.append(item)
        item_list.append_array(add_list)

func _input(event):
    if event.is_action_pressed("interact"):
        for i in $Area2D.get_overlapping_bodies():
            if i.name == "Player": # Check the player is within range
                if not(locked) or Inventory.remove_item(key_path,1) is bool: # Check if the player has the key and removes it if the door isn't locked
                    for j in range(item_number):
                        Inventory.add_item(item_list[randi_range(0,len(item_list)-1)],1)
                    print(item_list)
                    queue_free()

```

Figure 84: Script

The chest script is has a couple changes from the design, the addition of a locked flag aswell as making the item list a script variable so that it can be accessed from the input function and constructing the list without the use of pythonic list comprehension. I also switched from directly seeing if the player body overlaps to looping through overlapping bodies again as this wasy easier to implement and works the same.

### 3.15 Video Testing (Chests and Doors)

I set up my testing environment with two doors, a unlocked door and a locked one aswell as a chest that should give me the necessary key in order to unlock the door, the video can be found here<sup>[5]</sup>.

The testing ended up as expected with the unlocked door able to unlock on the interact action (I key) the locked door would not open before I opened the chest using the interact action and then it would open.

### 3.16 Projectile Development

#### 3.16.1 Ranged

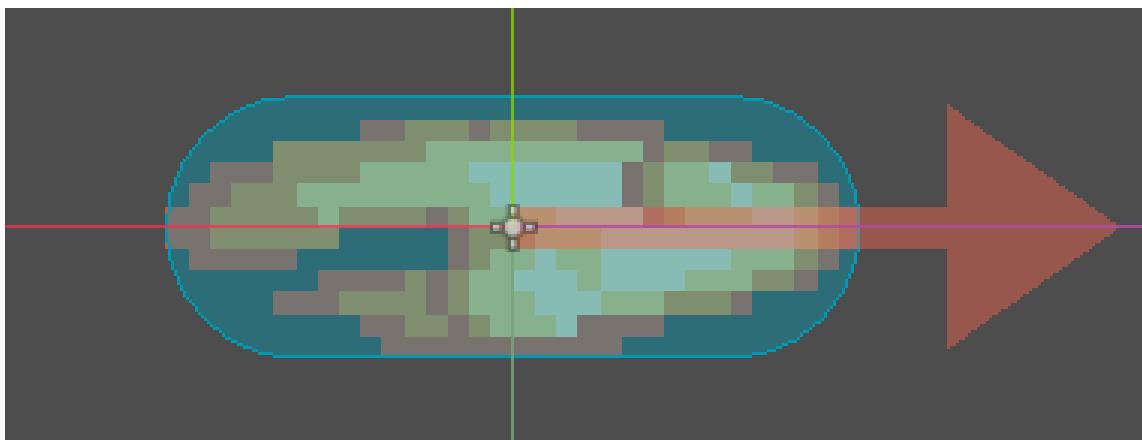


Figure 85: Layout (fire projectile)

This is the layout of the fire ranged projectile the other ranged projectiles followed the same layout with different sprites but the key part is I made the hitbox one way so that the player can't get blocked by the projectile and so projectiles can't get blocked by other projectiles.

```
▽ func _physics_process(delta: float) -> void:  
    >| velocity.x = speed * cos(rotation)  
    >| velocity.y = speed * sin(rotation)  
    ▽ >| if not attacking:  
        >| >| move_and_slide()  
        >| #Collisions  
    ▽ >| for i in range(get_slide_collision_count()):  
        >| >| if not attacking:  
            >| >| >| attacking = true  
            >| >| >| var collision = get_slide_collision(i)  
            >| >| >| print(collision)  
            >| >| >| var collider = collision.get_collider()  
            >| >| >| print(collider)  
        >| >| >| if collider.is_in_group("player") or collider.is_in_group("enemies"):  
            >| >| >| >| collider.take_damage(damage, damage_type)  
            >| >| >| >| $CollisionShape2D.disabled = true  
            >| >| >| >| $AnimatedSprite2D.play("impact")  
            >| >| >| >| await $AnimatedSprite2D.animation_finished  
            >| >| >| >| queue_free()
```

Figure 86: Script

This is the script of the ranged projectiles the damage\_type is different depending on whether it is ice, fire or thunder and the damage is set by the script that launches the projectile.

### 3.16.2 Area

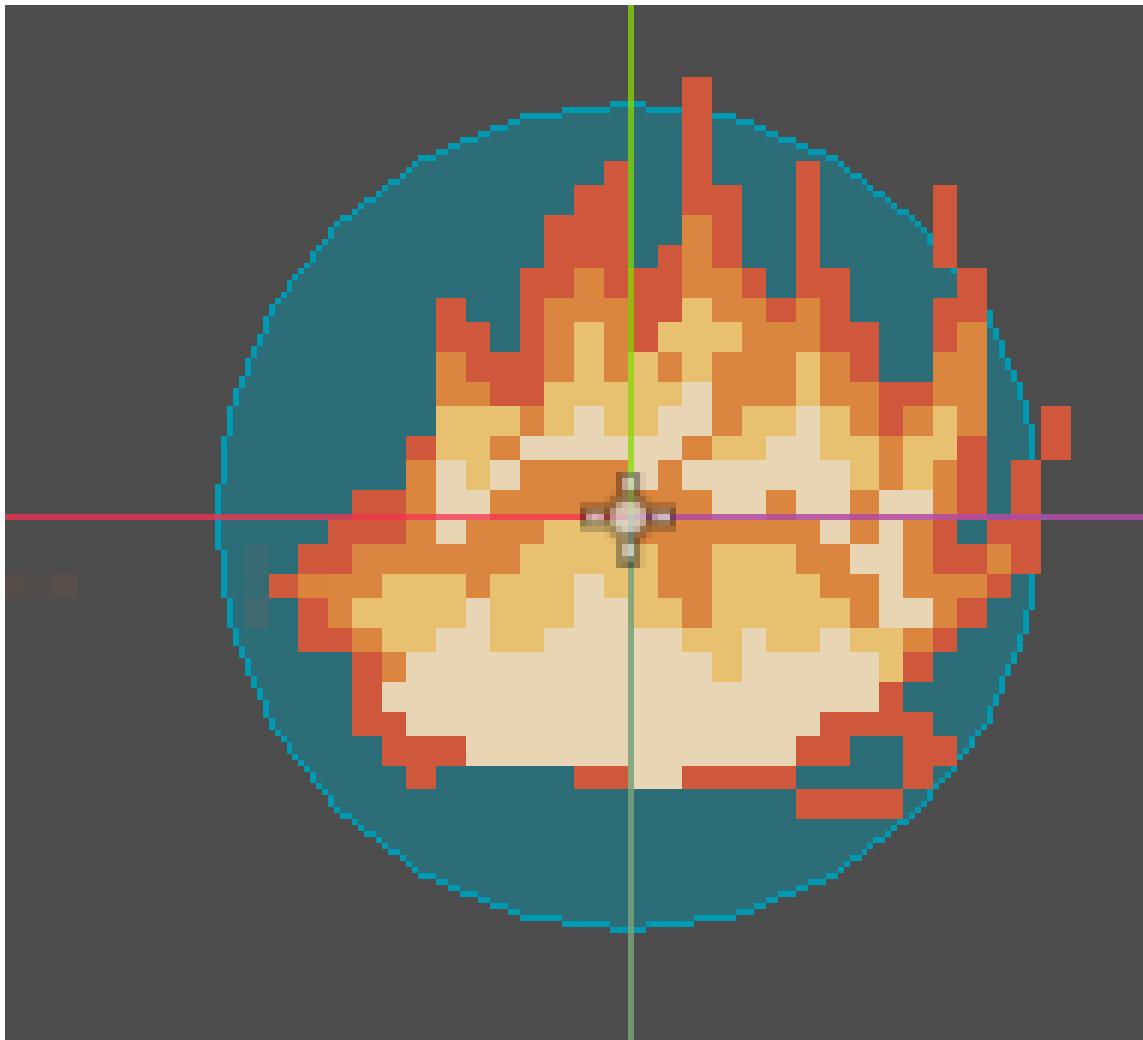


Figure 87: Layout (fire projectile)

This is the layout of the fire area of effect projectiles the other area of effect projectiles followed the same layout with different sprites.

```

    func _ready():
        $AnimatedSprite2D.play("default")
        await get_tree().create_timer(time).timeout
        queue_free()
    }

    func _on_body_entered(body: Node2D) -> void:
        if body.is_in_group("enemies") or body.is_in_group("player"): # If its an enemy or player damages it
            body.take_damage(damage, damage_type)
    
```

Figure 88: Script

This is the script of the area of effect projectiles the damage\_type is different depending on wether it is ice, fire or thunder and the damage is set by the script that launches the projectile.

## 3.17 Magic Weapon Development

Due to lack of time for the animations when using magic weapons I have still used the same animation as the melee animation.

I added if statements in the attack function in the player script to handle if the weapon is either a Ranged Magic Weapon or an Area of Effect Magic Weapon aswell as a statement at the start of the attack function to decrease the mana based on the mana cost of the weapon which I added as a new variable in the weapon script.

I also set the projectiles to fire in the same direction as the mouse is after feedback from stakeholder Samuel.

### 3.17.1 Ranged

```
if weapon.weapon_type == "ranged_magic":
    $AnimatedSprite2D.play(get_animation("melee")) #Change later
    await get_tree().create_timer(0.5).timeout # Account for animation delay
    #Load the projectile scene
    var projectile = load("res://scenes/game/projectiles/%s_projectile.tscn"%weapon.damage_type).instantiate()
    var projectile_direction = (get_viewport().get_mouse_position()-Vector2(1920/2,1080/2)).normalized()
    projectile.rotation_degrees = rad_to_deg(projectile_direction.angle())
    projectile.position = position + 20 * projectile_direction
    projectile.damage = weapon.attack_power
    get_parent().add_child(projectile)
```

Figure 89: Script

This script follows the same principles of the planned script with a couple changes, first I added a part to spawn the projectile away from the player and make it face the same way as the mouse direction, unfortunately I was not able to add support for controllers with this due to lack of time.

Aswell as thus I added a timer at the start to account for the time the animation takes to run so it looks more fluid. And there is a part that finds the relevant projectiled file path from the damage type to load it.

### 3.17.2 Area Of Effect

```
elif weapon.weapon_type == "area_magic":
    $AnimatedSprite2D.play(get_animation("melee")) #Change later
    await get_tree().create_timer(0.5).timeout # Account for animation delay
    #Load the projectile scene
    var area_direction = (get_viewport().get_mouse_position()-Vector2(1920/2,1080/2)).normalized()
    var area = load("res://scenes/game/projectiles/%s_area.tscn"%weapon.damage_type).instantiate()
    area.position = position + 25 * area_direction
    area.damage = weapon.attack_power
    get_parent().add_child(area)
    await $AnimatedSprite2D.animation_finished
```

Figure 90: Script

This script follows the same principles of the planned script with a couple changes, first I added a part to spawn the projectile away from the player (further than the ranged to make sure the player cannot accidentally walk into it) and make it face the same way as the mouse direction, unfortunately I was not able to add support for controllers with this due to lack of time.

Aswell as thus I added a timer at the start to account for the time the animation takes to run so it looks more fluid. And there is a part that finds the relevant projectiled file path from the damage type to load it.

## 3.18 Enemy Development

I implemented three types of enemies a default and poison slime with melee attacks aswell as a fire slime with ranged attacks.

### 3.18.1 Layout and Structure

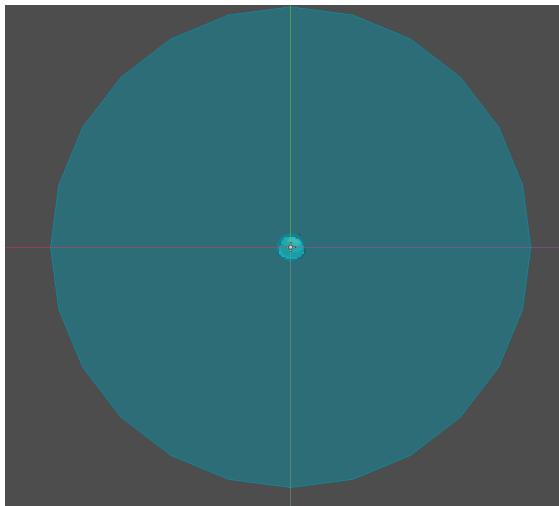


Figure 91: Layout

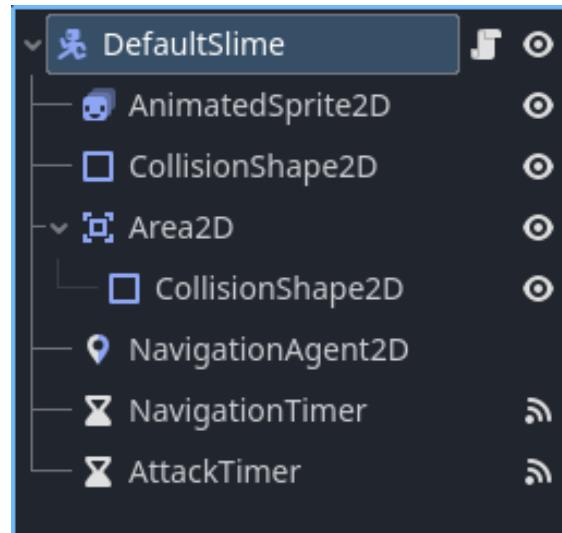


Figure 92: Structure

The layout and structure are as shown above with all the relevant timer nodes, the larger collision shape is the area2D for detecting the player whereas the smaller one handles physics collisions. The NavigationAgent2D handles the navigation and the AnimatedSprite2D handles animation.

### 3.18.2 General Script

```

extends CharacterBody2D

var direction = Vector2(0,1)
@export var speed:int = 20
@export var health: int = 10
@export var damage: int = 1
@export var damage_type: String = "normal"
@export var weaknesses: Array
var animating: bool
var can_attack = true

func get_animation(animation_type: String): =
func _ready(): =
func _physics_process(delta: float) -> void: =
func take_damage(damage, damage_type): =
func _on_navigation_timer_timeout() -> void: =
func _on_attack_timer_timeout() -> void: =
  
```

Figure 93: General Script and Variables

```

    func _ready():
        add_to_group("enemies")
  
```

Figure 94: \_ready():

```

    func _on_navigation_timer_timeout() -> void:
        var player = get_tree().get_first_node_in_group("player")
        $NavigationAgent2D.set_target_position(player.global_position)

    func _on_attack_timer_timeout() -> void:
        can_attack = true
  
```

Figure 95: timer\_timeouts

This shows the general script structure and variables as was described with the animating and can\_attack flags declared as script variables so they can be used throughout the functions.

The ready function adds it to the enemies group so that the player's attacks will damage it and the navigation timer is set to autorun and when it times out the pathfinding towards the player (using NavigationAgent2D) is updated. When the attack timer runs out then the enemy can attack again.

### 3.18.3 \_physics\_process():

```

▽ func _physics_process(delta: float) -> void:
    ▷ var move = false
    ▷ for body in $Area2D.get_overlapping_bodies():
        ▷ ▷ if body.name == "Player":
            ▷ ▷ ▷ move = true
        ▷ ▷ if not animating:
            ▷ ▷ ▷ if move:
                ▷ ▷ ▷ ▷ direction = to_local($NavigationAgent2D.get_next_path_position()).normalized()
                ▷ ▷ ▷ ▷ velocity = direction * speed
                ▷ ▷ ▷ ▷ $AnimatedSprite2D.play(get_animation("walk"))
                ▷ ▷ ▷ ▷ move_and_slide()
            ▷ ▷ ▷ else:
                ▷ ▷ ▷ ▷ $AnimatedSprite2D.play(get_animation("idle"))
            ▷ ▷ ▷ else:
                ▷ ▷ ▷ ▷ move_and_slide()

        ▷ ▷ if can_attack:
            ▷ ▷ ▷ for i in range(get_slide_collision_count()):
                ▷ ▷ ▷ ▷ var collision = get_slide_collision(i)
                ▷ ▷ ▷ ▷ var collider = collision.get_collider()
            ▷ ▷ ▷ ▷ if collider.is_in_group("player"):
                ▷ ▷ ▷ ▷ ▷ collider.take_damage(damage, damage_type)
                ▷ ▷ ▷ ▷ ▷ can_attack=false
                ▷ ▷ ▷ ▷ ▷ $AttackTimer.start()

```

Figure 96: melee \_physics\_process(delta)

This script is the same as the designed script except with the move\_and\_slide function moved so that the enemy will not move if the idle animation is playing.

```

▽ func _physics_process(delta: float) -> void:
    ▷ var player_detected = false
    ▷ for body in $Area2D.get_overlapping_bodies():
        ▷ ▷ if body.name == "Player":
            ▷ ▷ ▷ player_detected = true
        ▷ ▷ if not animating:
            ▷ ▷ ▷ $AnimatedSprite2D.play(get_animation("idle"))
        ▷ ▷ if player_detected and can_attack:
            ▷ ▷ ▷ direction = to_local($NavigationAgent2D.get_next_path_position()).normalized()
            ▷ ▷ ▷ ▷ var projectile = load("res://scenes/game/projectiles/fire_projectile.tscn").instantiate()
            ▷ ▷ ▷ ▷ projectile.rotation_degrees = rad_to_deg(direction.angle())
            ▷ ▷ ▷ ▷ projectile.position = position + 20*direction
            ▷ ▷ ▷ ▷ projectile.damage = damage
            ▷ ▷ ▷ ▷ get_parent().add_child(projectile)
            ▷ ▷ ▷ ▷ can_attack=false
            ▷ ▷ ▷ ▷ $AttackTimer.start()

```

Figure 97: ranged \_physics\_process(delta)

This is the same as the designed script using godot syntax and with the fire projectile scene added in as this is fire ranged slime.

### 3.18.4 take\_damage(damage, damage\_type):

```

▼ func take_damage(damage, damage_type):
  ▶  var player = get_tree().get_first_node_in_group("player")
  ▶  animating = true
  ▼ ▶  if damage_type in weaknesses:
  ▶    ▶  health -= 2*damage
  ▼ ▶  else:
  ▶    ▶  health -= damage
  ▶    velocity = - 25 * to_local(player.global_position).normalized()
  ▼ ▶  if health == 0:
  ▶    ▶  queue_free()
  ▼ ▶  else:
  ▶    ▶  $AnimatedSprite2D.play(get_animation("hurt"))
  ▶    ▶  await $AnimatedSprite2D.animation_finished
  ▶    animating = false

```

Figure 98: take\_damage()

This is the same as the designed script but changing the player global position to a localised position relative to the enemy to properly get the direction.

### 3.18.5 Animation

For animation I used three different spritesheets for the different types of slimes.

```

▼ func get_animation(animation_type: String):
  ▶  if abs(direction.x) > abs(direction.y):
  ▼  ▶  ▶  if direction.x > 0:
  ▶    ▶  ▶  return animation_type + "_r"
  ▼  ▶  ▶  else:
  ▶    ▶  ▶  return animation_type + "_l"
  ▼  ▶  ▶  else:
  ▶    ▶  ▶  if direction.y > 0:
  ▶      ▶  ▶  return animation_type + "_d"
  ▼  ▶  ▶  else:
  ▶    ▶  ▶  return animation_type + "_u"

```

Figure 99: get\_animation()

This is exactly the same as the designed script.

### 3.19 Video Testing (Player Attacks and Enemies)

I created a test scene with a couple enemies aswell as the player and made it so the player has automatically got an item equipped to test the player attacks and enemies in the evidence here<sup>[4]</sup>.

The Testing was a success, the player directional attacks, different weapons all functioned as intended and the enemies attacked and tracked the player firing projectiles and moving as expected.

### 3.20 UI Development

#### 3.20.1 Inventory UI

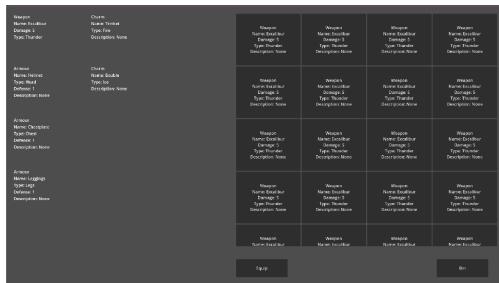


Figure 100: Layout

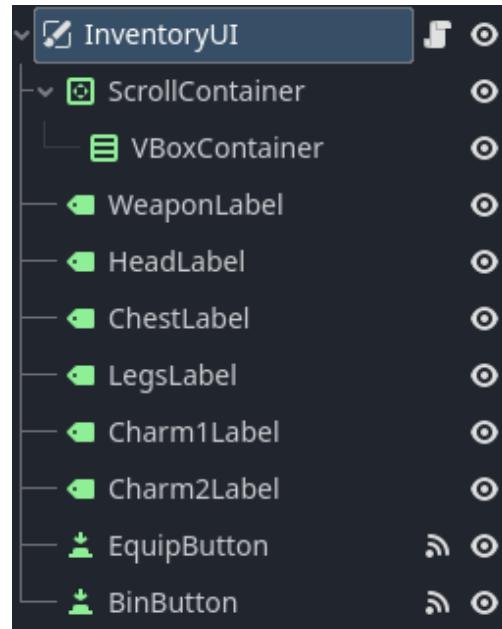


Figure 101: Structure

The Layout and Structure are as was designed.

```
func _ready() -> void:
    process_mode = Node.PROCESS_MODE_ALWAYS
    refresh()
```

Figure 102: \_ready

I added the ready function as when we pause the tree the buttons wont work unless we set the process\_mode to PROCESS\_MODE\_ALWAYS. It also calls the redrefresh function to setup the UI.

```

    ▼ func refresh():
    ▶   var inventory = Database.get_stored_items()
    ▶   var item_count = 0
    ▼ ▶   for child in $$ScrollContainer/VBoxContainer.get_children(): #Get rid of existing HBoxContainers
    ▶     ▶   child.queue_free()
    ▼ ▶   for item in inventory: # Creates a button for each item in inventory with the display string
    ▶     ▶   var button = Button.new()
    ▶     ▶   if item_count % 4 == 0:
    ▶       ▶   hbox = HBoxContainer.new()
    ▶       ▶   $$ScrollContainer/VBoxContainer.add_child(hbox)
    ▶       ▶   print(hbox)
    ▶       ▶   button.text = load(item["item_id"]).display_string() + "\nAmount: %d" % item["amount"]
    ▶       ▶   button.connect("pressed",_select.bind(item["item_id"]))
    ▶       ▶   button.custom_minimum_size = Vector2(250,200)
    ▶       ▶   hbox.add_child(button)
    ▶     ▶   item_count += 1
    ▶   ▶

    ▶   # Loads the equipped items display strings and displays them
    ▶   if Database.get_slot_value("weapon"):
    ▶     ▶   $WeaponLabel.text = load(Database.get_slot_value("weapon")).display_string()
    ▶   if Database.get_slot_value("head"):
    ▶     ▶   $HeadLabel.text = load(Database.get_slot_value("head")).display_string()
    ▶   if Database.get_slot_value("chest"):
    ▶     ▶   $ChestLabel.text = load(Database.get_slot_value("chest")).display_string()
    ▶   if Database.get_slot_value("legs"):
    ▶     ▶   $LegsLabel.text = load(Database.get_slot_value("legs")).display_string()
    ▶   if Database.get_slot_value("charm_1"):
    ▶     ▶   $Charm1Label.text = load(Database.get_slot_value("charm_1")).display_string()
    ▶   if Database.get_slot_value("charm_2"):
    ▶     ▶   $Charm2Label.text = load(Database.get_slot_value("charm_2")).display_string()

```

Figure 103: refresh()

The refresh function is as was designed with the added custom minimum size set so that all buttons are the same size for neatness and readability.

```
func _select(item_id):
    selected = item_id

func _on_equip_button_pressed() -> void:
    if selected != "":
        Inventory.equip_item(selected)
        refresh()

func _on_bin_button_pressed() -> void:
    if selected != "":
        Database.remove_stored_item(selected)
```

Figure 104: select() and \_on\_buttons\_pressed()

These functions are as was designed using pre-existing functions to perform their tasks.

### 3.20.2 Game UI



Figure 105: Layout

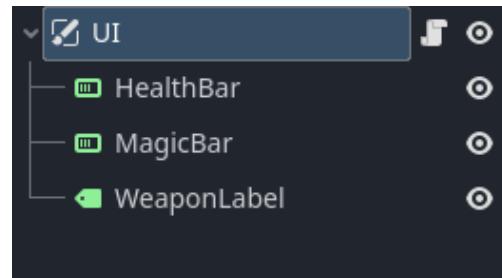


Figure 106: Structure

This layout and structure is as was described with the custom texture colours for the progressbars being set in the editor to colours similar to ones that a majority of other games use so that it is intuitive. The Health Bar is on top of the Magic Bar.

```

var player

func _ready():
    var player = get_tree().get_first_node_in_group("player")
    $HealthBar.max_value = player.health
    $MagicBar.max_value = player.mana
    update_ui()

func _process(delta: float) -> void:
    var player = get_tree().get_first_node_in_group("player")
    $HealthBar.value = player.health
    $MagicBar.value = player.mana

func update_ui():
    if Database.get_slot_value("weapon"):
        var weapon = load(Database.get_slot_value("weapon"))
        $WeaponLabel.text = weapon.display_string()

```

Figure 107: Script

The GameUI script is as was designed.

### 3.20.3 Enemy UI addition

I used the same concept of a healthbar to add a ProgressBar to the enemies which only shows up when they take damage and displays their health until their take damage animation has finished playing.

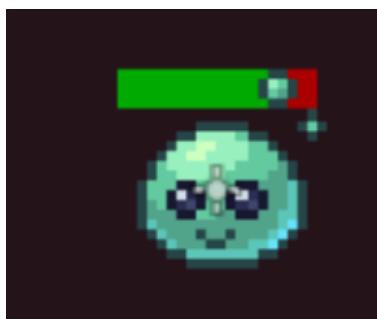


Figure 108: Layout

```

func take_damage(damage, damage_type):
    var player = get_tree().get_first_node_in_group("player")
    animating = true
    if damage_type in weaknesses: #Takes more damage from weaknesses
        health -= 2*damage
    else:
        health -= damage
    velocity = - 25 * to_local(player.global_position).normalized() #takes knockback by changing velocity
    $HealthBar.value=health
    $HealthBar.visible = true
    if health <= 0: #dies if health is low
        queue_free()
    else:
        $AnimatedSprite2D.play(get_animation("hurt"))
        await $AnimatedSprite2D.animation_finished
        animating = false
        velocity = Vector2(0,0) #Removes knockback velocity
        $HealthBar.visible = false

```

Figure 109: Script

This shows the new layout with the healthbar shown and the changes made to the take\_damage() function to update and show the healthbar till the animation is finished.

### 3.20.4 Help Menu



Figure 110: Layout

This is the layout explaining all the controls.

```
elif event.is_action_pressed("help"):
>|   var help_menu = load("res://scenes/menu/help_menu.tscn").instantiate()
>|   add_child(help_menu)
>|   get_tree().paused = true
>|   await get_tree().create_timer(0.2).timeout
>|   while not Input.is_action_just_pressed("help"):
>|     await get_tree().process_frame
>|     help_menu.queue_free()
>|   get_tree().paused = false
```

Figure 111: Script

This is in the input script if the help button is pressed it displays the help menu, pauses the tree and waits till the help button is pressed again before getting rid of the help menu and unpausing the tree.

## 3.21 Video Testing (UI)

For the UI testing I set up an environment where the player can gain items to test all the functions of the Inventory UI I made it so I was able to equip magic weapons to use up magic points and so I could take damage and deal damage to an enemy to view both HealthBars.

The UI testing can be found here<sup>[6]</sup> and overall went well with all the individual parts of the UI functioning as expected.

## 3.22 Tutorial Development

For the tutorial I tried to introduce all the mechanics I had made in the game to the player in a series of small challenges, guiding them along with labels introducing controls etc.



Figure 112: Beginning

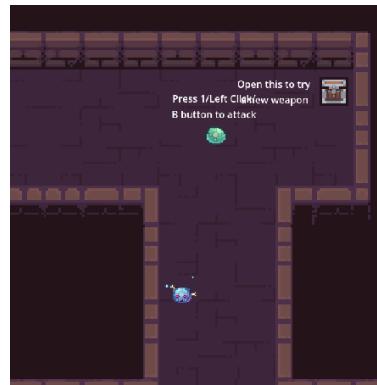


Figure 114: First Enemies and Chest



Figure 113: Main Room

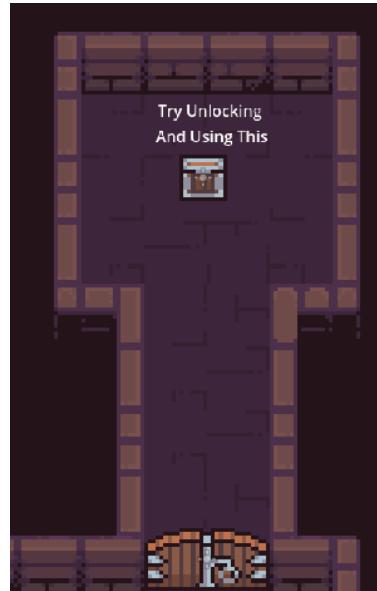


Figure 115: Level End and Reward

The Player progresses getting their first weapon and equipping it.

Fighting their first enemy and getting their first magic ranged weapon (thunder).

Fighting different enemy types.

Unlocking the final door and chest using keys gained from the chest in the main room and then trying out a magic Area of Effect weapon (Fire).

### 3.23 Stakeholder Feedback 2

In this stakeholder feedback I showed stakeholders my improvements based on their feedback from last time aswell as the tutorial and features implemented there. The video can be found here<sup>[11]</sup>

#### 3.23.1 Dropped Features

Several Features had to be dropped due to time constraints.

I removed the secondary attack from the help menu due to the fact it wasnt necessary and couldnt be implemented within time constraints aswell as the fact it confused stakeholders.

I dropped support for controller controls due to time constraints and it taking to long to fully implement it for projectile attacks aswell as the fact that it being in all the labels confused stakeholders.

### 3.23.2 Tutorial

In the tutorial I forgot to place tiles of the background colour all around so I decided to make the default background colour the same as the tilesets, this will help when I do procedural generation as I wont have overlapping background tiles.

I also lowered the health of the enemies in the tutorial level as that was commented on and the enemies need to be easier to defeat so that the new players dont get overwhelmed.

### 3.23.3 Weapons

I decreased the size of the Area of Effect's hitboxes so that the player can't take damage from them by accident as easily as this happened to stakeholders in the test.

I added new magic weapon types (ice projectile and thunder area of effect) to the chest at the end of the tutorial so that the player gets a range of options to choose from as in the tutorial the stakeholders only got to try out 3 weapon types.

### 3.23.4 Menus

Upon Feedback I changed the Save Menu Layout by adding a name feild to the saves in the database and then allowing the user to set that name when creating a new save for more clear labelling of saves and added more labels to the menu. This involved slightly modifying the SQL queries create\_table\_save\_data, add\_new\_save\_data and get\_user\_save\_data for use in the save menu to add in the name field.

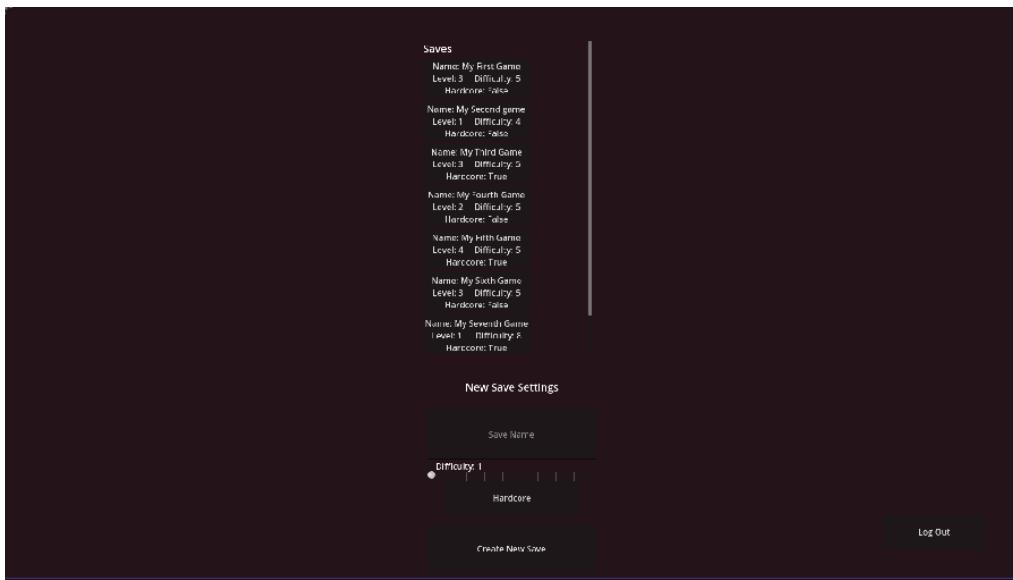


Figure 116: Save Menu Layout

I also added a confirm password box to the reset password menu which needs to be the same as the password box to properly reset the password to prevent users from mistyping the password.

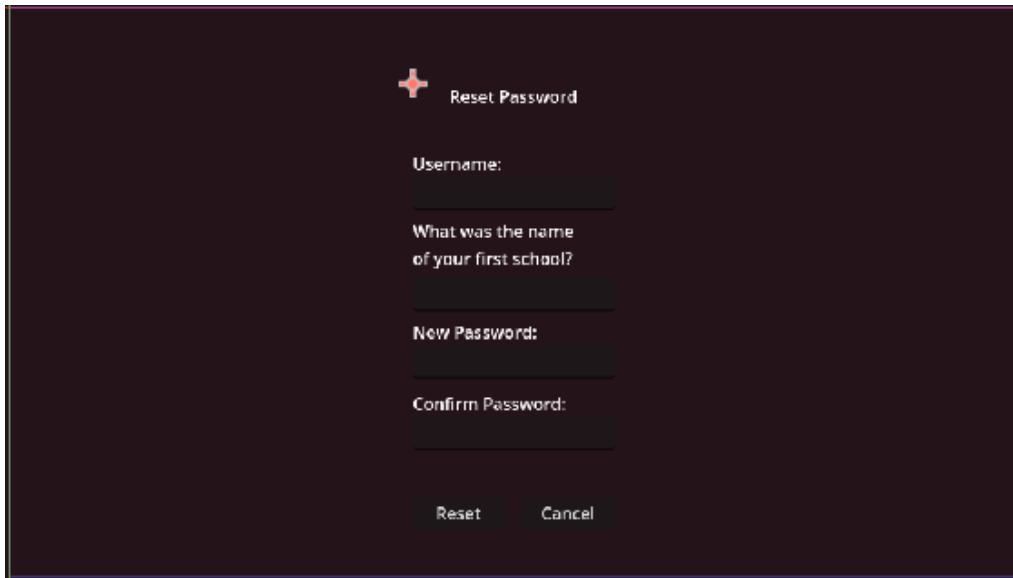


Figure 117: Reset Password Layout

### 3.23.5 Inventory

One thing I noticed during the stakeholder feedback was that when Daniel selected an item and equipped it twice the item would first disappear from the inventory then go back into the inventory the second time, this is because of a lack of checking if the item is in the inventory before equipping it which I fixed with a simple SQL query in the equip\_item() function returning false if none of the item is in the inventory.

```
># Checks if the item is Equipable and in the inventory
>if not(item is Equipable) and item_amount(item_id) >= 1:
>>return false
```

Figure 118: Script Change

I also added a logout button in the inventory which takes you to the login form as was requested and removed the placeholder text for the equipped item slots as that isn't needed.



Figure 119: Layout Change

### 3.24 Procedural Generation Development

#### 3.24.1 Graph

DungeonGraphNode:

```
extends Node

class_name DungeonGraphNode

var north: DungeonGraphNode = null
var south: DungeonGraphNode = null
var east: DungeonGraphNode = null
var west: DungeonGraphNode = null
var room_type: String
```

Figure 120: Script

This script is as described setting default values and outlining class attributes.

DungeonGraph:

```
class_name DungeonGraph

var root: DungeonGraphNode
var nodes: Array
var rooms: Dictionary = {'chest':[res://scenes/game/worlds/rooms/monster/room.tsfn"],
'end':[res://scenes/game/worlds/rooms/end/end.tsfn],
'start':[res://scenes/game/worlds/rooms/start/start.tsfn],
'monster':[res://scenes/game/worlds/rooms/monster/m_room_1.tsfn","res://scenes/game/worlds/rooms/monster/m_room_2.tsfn","res://scenes/game/worlds/rooms/mons
'corridor':[res://scenes/game/worlds/rooms/corridors/corridor_1.tsfn","res://scenes/game/worlds/rooms/corridors/corridor_2.tsfn","res://scenes/game/worlds/r
'corridor_along':[res://scenes/game/worlds/rooms/corridors/corridor_1.tsfn","res://scenes/game/worlds/rooms/corridors/corridor_7.tsfn"],
'corridor_up':[res://scenes/game/worlds/rooms/corridors/corridor_2.tsfn","res://scenes/game/worlds/rooms/corridors/corridor_8.tsfn"],
'corridor_corner':[res://scenes/game/worlds/rooms/corridors/corridor_3.tsfn","res://scenes/game/worlds/rooms/corridors/corridor_4.tsfn","res://scenes/game/w
var opposite_direction = {north:'south', 'south':'north', 'east':'west', 'west':'east'}
```

Figure 121: Variables

This is the variables and class.name of the DungeonGraph you can see the dictionary with the lists of paths to rooms for each different room type.

```

    ▼ func __init__():
        >I     root = DungeonGraphNode.new()
        >I     root.room_type = "start"
        >I     nodes.append(root)

    ▼ func add_node(onto_index, direction, room_type):
        >I     var onto = nodes[onto_index]
        ▼ >I     if onto[direction]:
            >I         >I     return false
            >I         var new_node = DungeonGraphNode.new()
            >I         new_node.room_type = room_type
            >I         onto[direction] = new_node
            >I         new_node[direction] = onto
            >I         nodes.append(new_node)
        >I     return true

```

Figure 122: \_\_init\_\_() and add\_node()

This is the \_\_init\_\_ and add\_node functions implemented as was designed.

```

    ▼ func gen_room(node, previous_direction = null, previous = null):
        >I     var room = load.rooms[node.room_type].pick_random().instantiate()
        >I     add_child(room)
        ▼ >I     if previous_direction:
            >I         >I     room.set_pos(previous_direction, previous.get_pos(opposite_direction[previous_direction]))
        ▼ >I     else:
            >I         >I     room.position = Vector2(0,0)
        ▼ >I     for i in ['north', 'south', 'east', 'west']:
        ▼ >I     if node[i] == null:
            >I         >I     room.cap(i)
        >I     return room

    ▼ func gen_dungeon(node=root, previous_direction = null, previous = null, generated = []):
        >I     var room = await gen_room(node, previous_direction, previous)
        >I     generated.append(node)
        ▼ >I     for i in ['north', 'south', 'east', 'west']:
        ▼ >I     if node[i] and node[i] not in generated:
            >I         >I     generated = await gen_dungeon(node[i], opposite_direction[i], room, generated)
        >I     return generated

```

Figure 123: gen\_room() and gen\_dungeon()

This is the gen\_room() and gen\_dungeon() functions as was described the only extra thing is I had to add the DungeonGraph to a Node2D in order for the script to be able to add the room as a child.

### 3.24.2 Room

```

    func get_pos(direction):
        match direction:
            'north':
                return $North.global_position
            'south':
                return $South.global_position
            'east':
                return $East.global_position
            'west':
                return $West.global_position

    func set_pos(direction, global_pos):
        match direction:
            'north':
                global_position += global_pos - $North.global_position
            'south':
                global_position += global_pos - $South.global_position
            'east':
                global_position += global_pos - $East.global_position
            'west':
                global_position += global_pos - $West.global_position

```

Figure 124: get\_pos() and set\_pos()

This is the get\_pos() and set\_pos() functions implemented as designed with godot's syntax for accessing child nodes.

```

    func cap(direction):
        match direction:
            'north':
                var north_cap = load("res://scenes/game/worlds/rooms/north_cap.tscn").instantiate()
                $North.add_child(north_cap)
            'south':
                var south_cap = load("res://scenes/game/worlds/rooms/south_cap.tscn").instantiate()
                $South.add_child(south_cap)
            'east':
                var east_cap = load("res://scenes/game/worlds/rooms/east_cap.tscn").instantiate()
                $East.add_child(east_cap)
            'west':
                var west_cap = load("res://scenes/game/worlds/rooms/west_cap.tscn").instantiate()
                $West.add_child(west_cap)

```

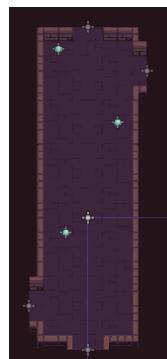
Figure 125: cap()

This is the cap() function as was designed using godot's syntax for referencing child nodes.

```
    func _ready():
        if $Slimes:
            for slime in $Slimes.get_children():
                slime.health = floor(2*Global.current_level*log(3*Global.difficulty))
                slime.damage = floor(Global.current_level*log(3*Global.difficulty))
        if $Labels:
            for label in $Labels.get_children():
                label.text = label.text.replace("0", str(Global.current_level))
```

Figure 126: `_ready()`

This is the rooms `_ready()` function as was designed with and added bit to change the text in all labels replacing the number 0 with the current level, this helps for the start and end levels where I have added text saying about the levels.

**Room Types:**Figure 127: `corridor_along`Figure 128: `corridor_up`Figure 129: `corridor_corner`

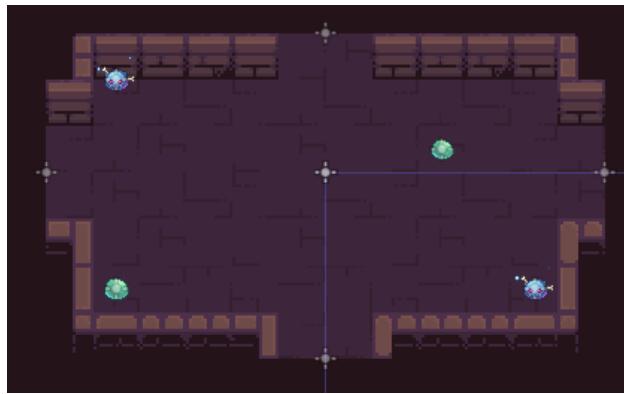


Figure 130: monster\_1

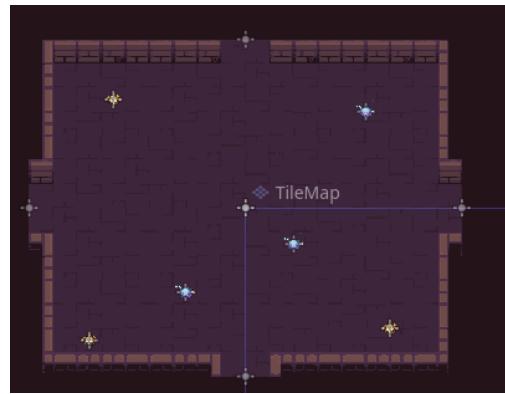


Figure 131: monster\_2

For the room types I decided on monster, corridor, corridor\_along, corridor\_up and corridor\_corner aswell as special room types for the start and end. With the corridors I decided to have a convention of always having the north entrance on the west of the north side, the south entrance on the east of the south side, the east entrance on the north of the east side and the west entrance on the south of the west side. This pattern helped solve the problem of generating levels that dont have overlapping rooms which was a concern. Ontop of that I had to find level structure's such that it wouldnt overlap when generating ever.

### 3.24.3 Testing

For Testing I used a room\_test scene in which I tested various graph layouts for generation patterns aswell as testing loading the player sprite in after.

```

    func _ready():
        await dungeon_3()
        #Used for shrinking dungeon to view generation
        self.scale = Vector2(0.5,0.5)
        self.position = Vector2(1920/4,1080/4)
        #Used for placing player in
        var player = load("res://scenes/game/player/player.tscn").instantiate()
        player.position = Vector2(1920/2,1080/2)
        add_child(player)
    
```

Figure 132: \_ready

This function generated the dungeon and either instantiated the player or shrunk it to check the generation.

```

    func dungeon_1():
        var graph = load("res://scenes/game/worlds/rooms/graph/dungeon_graph.tscn").instantiate()
        add_child(graph)
        graph.add_node(0, 'north', 'corridor_along')
        graph.add_node(0, 'east', 'corridor_corner')
        graph.add_node(1, 'west', 'monster')
        graph.add_node(2, 'north', 'corridor_up')
        graph.add_node(4, 'north', 'monster')
        graph.add_node(2, 'east', 'monster')
        graph.add_node(0, 'south', 'corridor_corner')
        graph.add_node(7, 'south', 'monster')
        graph.add_node(6, 'south', 'corridor')
        graph.add_node(9, 'south', 'monster')
        await graph.gen_dungeon()

```

Figure 133: dungeon\_1()

```

    func dungeon_2():
        var graph = load("res://scenes/game/worlds/rooms/graph/dungeon_graph.tscn").instantiate()
        add_child(graph)
        graph.add_node(0, 'north', 'corridor_corner')
        graph.add_node(1, 'east', 'corridor_corner')
        graph.add_node(2, 'east', 'corridor_corner')
        graph.add_node(3, 'east', 'corridor_corner')
        graph.add_node(1, 'north', 'monster')
        graph.add_node(2, 'north', 'monster')
        graph.add_node(2, 'south', 'monster')
        graph.add_node(3, 'north', 'monster')
        graph.add_node(3, 'south', 'monster')
        graph.add_node(4, 'north', 'monster')
        graph.add_node(4, 'south', 'monster')
        graph.add_node(11, 'east', 'corridor_corner')
        graph.add_node(12, 'south', 'monster')
        graph.add_node(12, 'east', 'corridor_up')
        graph.add_node(14, 'north', 'boss')
        await graph.gen_dungeon()

```

Figure 134: dungeon\_2()

```

    func dungeon_3():
        var graph = load("res://scenes/game/worlds/rooms/graph/dungeon_graph.tscn").instantiate()
        add_child(graph)
        graph.add_node(0, 'north', 'corridor_corner')
        graph.add_node(0, 'east', 'corridor_corner')
        graph.add_node(0, 'south', 'corridor_corner')
        graph.add_node(0, 'west', 'corridor_corner')
        graph.add_node(1, 'north', 'monster')
        graph.add_node(2, 'east', 'monster')
        graph.add_node(3, 'south', 'monster')
        graph.add_node(4, 'west', 'monster')
        await graph.gen_dungeon()

```

Figure 135: dungeon\_3()

This is the dungeon generation functions.

There is video evidence of running the test functions to generate here<sup>[7]</sup> and testing player loading in here<sup>[8]</sup>.

### 3.24.4 Level 1

For Level 1 I combined a bunch of the different techniques I found with the testing into a level and added an end to the level.

```

    ↴ func _ready():
    ↴     #Set current level
    ↴     Global.current_level = 1
    ↴     #Level graph setup
    ↴     var graph = load("res://scenes/game/worlds/rooms/graph/dungeon_graph.tscn").instantiate()
    ↴     add_child(graph)
    ↴     graph.add_node(0, "east", "corridor_along")
    ↴     graph.add_node(1, "south", "monster")
    ↴     graph.add_node(2, "east", "corridor_corner")
    ↴     graph.add_node(3, "north", "corridor_up")
    ↴     graph.add_node(4, "north", "monster")
    ↴     graph.add_node(5, "east", "monster")
    ↴     graph.add_node(6, "south", "corridor_corner")
    ↴     graph.add_node(7, "south", "monster")
    ↴     graph.add_node(8, "south", "corridor")
    ↴     graph.add_node(9, "south", "monster")
    ↴     graph.add_node(10, "east", "corridor_along")
    ↴     graph.add_node(11, "east", "monster")
    ↴     graph.add_node(12, "east", "corridor_corner")
    ↴     graph.add_node(13, "east", "monster")
    ↴     graph.add_node(14, "north", "corridor_corner")
    ↴     graph.add_node(15, "east", "corridor_corner")
    ↴     graph.add_node(16, "south", "corridor_corner")
    ↴     graph.add_node(17, "south", "monster")
    ↴     graph.add_node(18, "east", "corridor_along")
    ↴     graph.add_node(19, "east", "monster")
    ↴     graph.add_node(20, "east", "corridor")
    ↴     graph.add_node(21, "east", "monster")
    ↴     graph.add_node(22, "north", "corridor_corner")
    ↴     graph.add_node(23, "east", "corridor_corner")
    ↴     graph.add_node(24, "east", "corridor_corner")
    ↴     graph.add_node(25, "east", "corridor_corner")
    ↴     graph.add_node(26, "north", "monster")
    ↴     graph.add_node(27, "north", "monster")
    ↴     graph.add_node(28, "south", "monster")
    ↴     graph.add_node(29, "north", "monster")
    ↴     graph.add_node(30, "south", "monster")
    ↴     graph.add_node(31, "east", "corridor")
    ↴     graph.add_node(32, "east", "corridor")
    ↴     graph.add_node(33, "east", "corridor_corner")
    ↴     graph.add_node(34, "south", "monster")
    ↴     graph.add_node(35, "east", "corridor_up")
    ↴     graph.add_node(36, "north", "end")
    ↴
    ↴     await graph.gen_dungeon()
    ↵ #Used for shrinking dungeon to view generation
    ↵ #self.scale = Vector2(0.25,0.25)
    ↵ #self.position = Vector2(0,1080/8)
    ↵ #Used for loading player in
    ↵ var player = load("res://scenes/game/player/player.tscn").instantiate()
    ↵ add_child(player)

```

Figure 136: Script

There is video evidence of generation in Level 1 and player loading in here<sup>[9]</sup>

## 4 Evaluation

### 4.1 Success Criteria

Criteria #	Abstraction	Success Criteria	Not / Partially / Fully Met		
			Not	Partially	Fully
1	Players to be able to control and move the player using both the WASD keys and a controller.	1.1 W key - Forward 1.2 A key - Left 1.3 S key - Backward 1.4 D key - Right 1.5 Q key - Dash 1.6 Left Control Stick directional movement corresponds to player movement.	1.1 Fully Met 1.2 Fully Met 1.3 Fully Met 1.4 Fully Met 1.5 Fully Met 1.6 Fully Met		

This criteria is fully met and can be seen through the video evidence here<sup>[1]</sup>. Both the WASD controls and the controller controls work fully as implemented through the players physics process although the controller controls have been removed from help menu and tutorial tips because not all the controller controls were able to be implemented.

Criteria #	Abstraction	Success Criteria	Not / Partially / Fully Met		
			Not	Partially	Fully
2	Players to be able to have different weapons and attack with them.	2.1 mouse-1/1 key/X button - Primary Attack 2.2 mouse-2/2 key/Y button - Secondary Attack 2.3 Add a basic melee sword 2.4 Add a basic ranged bow and projectiles 2.5 Add a basic magic staff and projectiles 2.6 Add a basic magic staff with area of effect attacks 2.7 Add a hitbox for the player 2.8 Add a health bar for the player 2.9 Make sure all attacks go in the direction the player is facing	2.1 Fully Met 2.2 Not Met 2.3 Fully Met 2.4 Not Met 2.5 Fully Met 2.6 Fully Met 2.7 Fully Met 2.8 Fully Met 2.9 Partially Met		

#### Successful:

The attack system and different weapons as well as enemies and player taking damage can be seen here<sup>[4]</sup>. 2.1 is implemented with the `_input()` function in the player script handling inputs 2.3 is implemented through the weapon resource class as instances and the implementation of the sword swing hurtbox detecting collisions with enemies hitboxes.

2.5 is implemented through the weapon resource class as instances and the implementation of the fire, ice and thunder projectiles movement and detecting collisions with enemies or the player. These projectiles are fired in the direction of the player mouse.

2.6 is implemented through the weapon resource class as instances and the implementation of the fire, ice and thunder area of effects including them lasting a specific time and detecting when enemies or the player are within the harm radius. These areas are spawned in the direction of the player mouse

2.7 is met through the usage of a `CollisionShape2D` node in the player structure and the `take_damage` function that can get triggered by projectiles or enemies when they collide with the player.

#### Partially/Unsuccessful:

2.2 is not met due to lack of time to add extra attacks. If I were to have more time I would implement 2.2 as a secondary charged attack using a `ProgressBar` to measure the charge of the attack and then when released for melee attacks and magic area of effect attacks the attack would do damage proportional to the charge of the bar for magic ranges it would shoot out multi directional projectiles and for magic area of effect attacks the area would be scaled up. I would add a charging animation to be activated when charging the attack.

2.4 is not met due to lack of sprites and animations as well as lack of extra time.

If I were to have the sprites I would make the primary attack a rapid fire that rapidly charges the bow firing arrow projectiles at the enemies in the direction of the player mouse. For the secondary attack I would have a slower charging animation to release an arrow dealing greater damage.

2.9 is only partially met as with projectiles I make them fire in the direction of the mouse from the player

however with controller controls this does not work as there is no way to move the mouse so I ended up not implementing it due to overcomplicatedness and lack of time.

If I had the extra time I would try to make it so you can use the right control stick in order to aim the projectiles directions either by moving the mouse or storing the last direction of it and then using that direction the same way I used the mouse direction.

Criteria #	Abstraction	Success Criteria	Not Met	Partially Met	Fully Met	Met
3	A Dungeon environment for the character to walk around and different rooms	3.1 Walls that you cannot walk through 3.2 Floor of the Dungeon 3.3 Interactive chests for loot 3.4 Separate Boss, Chest and Monster Rooms 3.5 A room Door that only opens on a certain condition 3.6 A Dungeon Environment built out of the rooms and corridors	3.1 Fully Met 3.2 Fully Met 3.3 Fully Met 3.4 Partially Met 3.5 Fully Met 3.6 Fully Met			

#### Successfull:

The Dungeon Environment and different rooms can be seen through the procedural generation tests here<sup>[7]</sup>, here<sup>[8]</sup> and here<sup>[9]</sup>. The Doors and Chests can be seen through their tests here<sup>[13]</sup> 3.1 and 3.2 are implemented through the use of a dungeon tilesheet that I have used to make a tilemap with physics layers on the walls so that you cannot walk through them and floor tiles for the floor.

3.3 is implemented through the chest scene and script, with a dictionary to represent the item pool of the chest along with the ratios of chances of getting each item being used to construct an array from which a random item is chosen for each item to be given to the player when they player is within range of the chest and presses interact (I Key, X Button) from the chest and then the items are added to the player inventory.

3.5 is implemented through the door scene and script, the door has an area2d node to detect when the player is close enough to open it, then when the player presses interact (I Key, X Button) the door will check if it is locked and the player inventory has the correct key or it is unlocked in both cases it will disappear or optionally can change the scene. If the player does not have the key and the door is locked then the door will not react.

3.6 is implemented both in the tutorial through the handmade environment and also through the procedural generation where individual rooms and corridors are pieced together with the graph script in order to make the level environments.

#### Partially/Unsuccessfull:

3.4 is only partially successful as I have implemented separate monster rooms and corridors as can be seen in the procedural generation tests. I have however not implemented chest or boss rooms due to lack of time to create these rooms.

For the chest rooms I would make it so some chest rooms would contain keys in the chests that are needed to unlock the chests in other chest rooms throughout the dungeon I would add the chest scene to existing monster rooms to create them and have default item pools aswell as special chest rooms with more rare item pools. For the boss rooms I would add rooms designed around the specific implemented bosses with areas to hide from the bosses attacks as it chases you aswell as placing the boss scenes in different places within the rooms.

Criteria #	Abstraction	Success Criteria	Not Met	Partially Met	Fully Met	Met
4	Different Enemies for the player to face including bosses	4.1 Enemy Sprites 4.2 Enemy Pathfinding Abilities 4.3 Enemy sight range 4.4 Enemy hitbox 4.5 Enemy health tracking 4.6 Melee Enemies 4.7 Projectile Enemies 4.8 Boss Enemies with different attack combinations	4.1 Fully Met 4.2 Fully Met 4.3 Fully Met 4.4 Fully Met 4.5 Fully Met 4.6 Fully Met 4.7 Fully Met 4.8 Not Met			

#### Successfull:

The enemies and player fighting them can be seen here<sup>[4]</sup>. 4.1 is implemented through the use of an Animated-Sprite2D node on the different enemy scenes which displays the sprite aswell as different animations relevant

to the action the enemy is doing. The animations are triggered in the enemy script.

4.2 is implemented through the use of Godot's NavigationAgent2D which uses a Mesh A\* algorithm on a Navigation Layer I added to all the floor tiles in the TileMap to help the enemies pathfind towards the player, giving the next corner of the journey that I have used to move the moving enemies towards the player in the script, I have also used the same direction for the projectile non-moving enemies so that they can detect which way to fire their projectiles. The delay timer godot offers allows for less lock on pathfinding only updating every few seconds to make it easier to avoid.

4.3 is implemented through the use of an Area2D node and a circular CollisionShape2D this acts as the detection area for detecting the player and their is conditions in the script that only lets the melee enemies move or the projectile enemies attack when the player is within the range of their Area2D.

4.4 is implemented through the use of a CollisionShape2D, this allows both the player hurtbox for swords and any projectiles detect wether their is collisions with the enemy or the enemy is within their hurtbox allowing them to call the enemies take damage function which will decrease their health based on the damage and decrease it more if the enemy is weak to the damage type.

4.5 is implemented through the use of a ProgressBar, using a custom texture to mimic health bars in other games, this HealthBar is set to show up whenever the take damage function is called to remind the player of the enemies remaining health.

4.6 melee enemies have been implemented using all of the above, they pathfind and move towards the player when in range as controlled by the script and they will attack the player upon colliding with them calling the players take damage function and starting a cooldown in which they cant attack again.

4.7 projectile enemies have been implemented using the same range magic projectiles used for the players magic weapons, the projectile enemies dont pathfind towards the player instead using the data to aim their projectiles. They fire at a constant rate while the player is within the range however their tracking data from the NavigationAgent2D only updates evry couple seconds and so they dont have full accuracy to reduce difficulty.

#### **Partially/Unsuccessfull:**

4.8 the implementation of Boss enemies was unsuccessfull due to lack of time and lack of sprites and animations in order to properly implement it.

If I had more time and the correct animations I would implement the boss using the pathfinding abilities, hitbox, sight range and health tracking mechanics I already use for other enemies. Aswell as that boss enemies would have different attacks and have sequences of attacks they executed when the player was within a closer range (using another Area2D and CollisionShape2D to detect the closer range) the attack pattersn would start off consistent and predictable but when the health tracking reached a certain level the boss enemies would switch to different attack combinations. For the health tracking aswell I would change the healthbar to be a ui element using a CanvasLayer to display it at the top of the screen aswell as the name of the boss, this would put the focus on the boss enemy as the main event. In the bosses take damage function I would add extra code for when it dies to give the player the key to unlock the end of the level, as well as this I would add boss drops similar to the way I implemented chests with the item pool and choosing randomly from the array for each item to give to the player.

Criteria #	Abstraction	Success Criteria	Met		
			Not Met	Partially Met	Fully Met
5	Appearance and Animations of the Player	5.1 Player Sprite 5.2 Walking Animation 5.3 Player sprite turns to face the direction of movement 5.4 Melee Animation 5.5 Magic Animation 5.6 Dash Animation	5.1 Fully Met 5.2 Fully Met 5.3 Fully Met 5.4 Fully Met 5.5 Not Met 5.6 Not Met		

#### **Successful:**

The Appearance and animations of the player can be seen in the movement test here<sup>[1]</sup> and the combat test here<sup>[4]</sup>.

5.1, 5.2 and 5.4 are all met through the use of the AnimatedSprite2D node on the player, this node allows the spriteframes to be input for each animation aswell as the frames per second of the animation, it is then activated at the relevant times using the code in the players physics process and the attack function.

5.3 is implemented through the use of 8 directional animations, I used a naming convention in order to simplify the names of the animations and then I wrote a get animation function to get the name of the directional animation for the direction the player is facing of the specified type so that the animation can be played using the script.

#### **Partially/Unsuccessfull:**

5.5 is not implemented due to lack of magic animation spritesheets for the animation.

If I had more time I would have been able to find or commission the relevant spritesheets for the animation and get all the directional animations set up using the AnimatedSprite2D and then set the animation to play when magic attacks happen instead of playing the melee animation.

5.5 is not implemented due to lack of dash animation spritesheets for the animation.

If I had more time I would have been able to find or commission the relevant spritesheets for the animation and get all the directional animations set up using the AnimatedSprite2D and get the animating to play when the dash key is pressed.

Criteria #	Abstraction	Success Criteria		Not Met	Partially Met	Fully Met	Met
6	Login System	6.1 Password Hashing Algorithm 6.2 SQL Table to store username and hashed password pairs 6.3 Ability to create a new account with unique username 6.4 Validation of Usernames ( $1 \leq \text{chars} < 15$ ) 6.5 Input Sanitisation (Removing any escape chars for SQL before sending the command) 6.6 Ability to log in with an existing account and correct password 6.7 Ability to reset password (With challenge question) 6.8 A general login form which links the other forms. 6.9 Ability to delete an account.		6.1 Fully Met			

#### Successfull:

The Database and functions part of the Login System is evidenced through my testing plan for the Database and the forms is evidenced through the video testing here<sup>[2]</sup>.

6.1 is implemented using the j\_hash function and the gen\_salt function to store unique salt for every user and use that to hash the passwords, the j\_hash uses a combination of sha256 and md5 to hash the password while sprinkling the salt throughout by adding it onto the end making sure the hash will always end up the same length.

6.2 is implemented with the users table in the SQL database, this table stores the usernames, passwords, salt and challenge question answer, there is also several SQL queries to store and fetch data from the users table the SQL table is automatically created if it does not exist on the game starting up.

6.3 is implemented with the create\_account function which validates unique usernames, this function is used with the create account form which provides a user input form to input the username, password, challenge question answer and confirm the password to create the account while displaying errors. The challenge question was chosen to be "what was name of your first school?" as this will most likely have an answer for a majority of people playing the game.

6.5 is implemented through the use of godot's query\_with\_bindings this takes in bindings for the SQL query and sanitises them first to stop escape chars from getting through.

6.6 is implemented through the login function in the database script which checks the username and if it is valid will hash the password with the salt and check if it matches the stored password hash before logging the user in if it is correct or returning a relevant error if it fails any of the checks. This login function is used within a login form which provides inputs for all the fields necessary to login aswell as a button to attempt it.

6.7 is implemented through the use of a reset\_password function in the database script which checks the username and if it is valid will hash the challenge answer with the salt and check if it matches the stored password hash before checking if the passwords match and changing the password if they do and returning relevant errors if it fails any of the checks. This reset\_password function is used within a reset password form which provides the fields necessary to reset the password aswell as a button to attempt it.

6.8 is implemented through buttons on the login form and the other forms in order to navigate to the other forms and back to the login form.

#### Partially/Unsuccessfull:

6.4 is not met as I realised there is no need for this as the usernames will just be truncated due to the SQL library I am using and even if you input the shortened username it wont allow you to create a new account with that so it doesn't matter.

6.9 is partially met as I implemented the delete\_user function which checks the username, hashes the password and checks it matches and if so would delete the user from the database, deleting all their save data with cascading deletes, however due to a lack of time I wasn't able to include this in its own form or in the login

form or save menu scene.

If I had more time I probably would have added a form you can go to from the login form in order to delete the user where you would need to input the username and password of the account before you could delete it.

Criteria #	Abstraction	Success Criteria	Not / Partially / Fully Met		
			Not	Partially	Fully
7	User Interface	7.1 Health Bar 7.2 Magic Points Bar 7.3 Display of the weapon being used 7.4 Popup display with enemy health over their head when they get damaged 7.5 ability to switch between weapons	7.1 7.2 7.3 7.4 7.5	Fully Met Fully Met Fully Met Fully Met Fully Met	

All the UI elements were implemented using godot's CanvasLayer so that they don't move when the camera moves. The UI is evidenced through the video testing here<sup>[6]</sup>

7.1 is implemented through the use of a ProgressBar with a custom texture (red background green fill) to show the percentage of health left. The maximum value of the bar is set to the player health in the \_ready() function of the UI scene and then the current value is updated in the \_process function every frame to match the players current health.

7.2 is implemented through the use of a ProgressBar with a custom texture (navy background purple fill) to show the percentage of magic left. The maximum value of the bar is set to the player magic points in the \_ready() function of the UI scene and then the current value is updated in the \_process function every frame to match the players current magic points.

7.3 is implemented through creating a display string function for every item that displays the key information about it (damage, type, etc) and then taking this display string and displaying it in a label in the UI scene.

7.4 is implemented through the use of a ProgressBar with a custom texture (red background green fill) to show the percentage of enemy health left, this is hidden by default. The maximum value of the bar is set to the enemy health in the \_ready() function of the UI scene and then the current value is updated in the take\_damage function aswell as showing the healthbar above the enemies head till their damage taking animation finishes.

7.5 is implemented through the success criteria for the inventory system (12)

Criteria #	Abstraction	Success Criteria	Not / Partially / Fully Met		
			Not	Partially	Fully
8	Weapons And a More Advanced Combat System	8.1 Different Styles of melee, magic and ranged weapons 8.2 Boss Drops 8.3 Shop System that appears throughout levels 8.4 Charged Attacks (based on how long you hold down) 8.5 Special attacks	8.1 8.2 8.3 8.4 8.5	Partially Met Not Met Not Met Not Met Not Met	

8.1 was partially met in that I had many different styles of magic and ranged weapons (with the different projectile and area of effect types). This can be seen through the video testing of the combat system and enemies here<sup>[4]</sup>.

If I had extra time I would have added bows aswell as different shorter and longer ranged melee weapons by creating different sized hurtboxes and through the methods I detailed in my evaluation of criteria 2.4.

8.2 was not met due to bosses not being implemented however I already detailed how I would implement boss drops in a similar style to the chests item pool in my evaluation of criteria 4.8.

8.3 was not met due to a lack of time and due to it being only a desireable feature so I implemented other stuff first.

If I had the extra time I would have implemented it in two parts, first part is in creating an npc that wonders the dungeons they npc would not get attacked by monsters unless a projectile fired hits them, the npc would have an Area2D node to detect when the player is close and then the player could open up the shop menu. The shop menu is the second part that I would implement it would allow the player to sell their gathered items for gold and use that gold to buy from a randomized selection of goods, I would use a CanvasLayer and similar techniques to the Inventory UI in pausing the game. I would use a ScrollContainer and a VBoxContainer to contain the buttons corresponding to the items the player can buy linking them to a function to purchase them. I would make it so the player can buy back the last item they sold to the shop npc (for a higher price of course) this will be added as a button at the bottom of the other items.

8.4 was not met due to a lack of time and due to it being only a desireable feature so it was not the priority. I have detailed how I might implement charged attacks for the different weapon types in my evaluation of criteria 2.2.

8.5 was not met due to a lack of time and due to it being only a desireable feature so I didnt get onto it. If I were to get more time to get onto implementing 8.5 I would implement special attacks as a more powerful version of the main attack with more damage and a larger hitbox/projectile than the standard version, this would be useful for clearing large hordes of enemies but would have a longer cooldown timer so that it cannot just be spammed I would have to find another keybind in order to allow players to use this attack.

Criteria #	Abstraction	Success Criteria	Not Met	Partially Met	Fully Met
9	Skill Tree	9.1 UI Menu for the skill tree (Some skills required before others unlocked). 9.2 Different Branches (Melee, Ranged, Magic, Defense) 9.3 Experience system. 9.3.1 Experience gained after killing enemies/bosses 9.3.2 Different experience amounts required for different skills 9.4 Ability to unlock skills 9.5 Ability to reset your skill tree	9.1 9.2 9.3 9.4 9.5	Not Met Not Met Not Met Not Met Not Met	

The whole of 9 was not met sadly even though it was highly requested by stakeholders, this is because it would not add as much to the finished product for the workload and I ran out of time although it would have been the next set of criteria I would work on if I had more time.

9.1 If I had more time I would implement this UI menu by researching and using a tree visualisation algorithm on the skill tree to display the tree in a nice neat format with all the skills as buttons that are linked to a function to try and unlock them the button texture would change to show the locked skills, alternatively I could manually make the tree structure if the implementation of the tree visualisation algorithm proved to be too hard.

9.2 If I had more time I would implement this by seperating the skill tree into 4 different trees for displaying it using a graph traversal to build them, one for each skill type, however if skills might need skills from multiple trees as prerequisites then the skills from the tree it doesnt belong too will be shown in the button.

9.3.1 If I had more time I would implement this by changing the enemies take damage function to add experience to the global variable to keep track of it when they die, the amount of experience would depend on the difficulty, level and type of enemy with bosses giving considerably more experience.

9.3.2 If I had more time I would implement this through my implementation of the graph data structure for the skill tree, this data structure would allow each node to have a list of children (skills it is needed for) and a list of parents (prerequisites), the skills purchase function would check if the experience meets the requirements before deducting that amount of experience from the player.

9.4 If I had more time I would implement this by making it so that you can unlock skills through the skill tree UI menu by pressing on a locked skills button, this will call the unlock skill function which will check if all the prerequisites are unlocked and the player has enough experience before deducting the experience and unlocking the skill.

9.5 If I had more time I would implement this through adding a button to the UI menu which will reset the graph structure for the skill tree and update the UI aswell as give the player back the experience they spent on unlocking skills so that they can spend it again.

Criteria #	Abstraction	Success Criteria	Not Met	Partially Met	Fully Met
10	Procedurally Generated Dungeons	10.1 Creating requirements for each level to satisfy 10.2 Creating different room sections/rooms to peice together 10.3 Creating the algorithm to generate which room sections are slotted together where. 10.4 Create an algorithm to peice the sections together to create a fully playable level. 10.4.1 Level's generated satisfy length requirements 10.4.2 Level's generated contain all the special rooms needed (chest room, secret rooms, etc.)	10.1 10.2 10.3 10.4.1 10.4.2	Partially Met Fully Met Fully Met Fully Met Partially Met	

#### Successfull:

The procedural generation of the dungeons is evidenced through the testing here<sup>[7]</sup> 10.1 I implemented a

custom graph structure where each room/corridor is a node, these nodes have variables to store the rooms in each of the cardinal directions through aliasing, they also have a variable to store the room type, this allows me to create level requirements by creating a graph structure with all the rooms I want to be a requirement as they will have to be included every time.

10.3 I implemented the algorithm in two parts, firstly in each room I designed I added nodes to mark the entrances in the cardinal directions I created functions to cap the entrances aswell as ones to get the global position and set the position of the room such that the position of an entrance lines up with a certain position, this allows me to line up entrances of rooms through getting ones position and setting anothers to line up with that position. The second part was in traversing the graph and generating the rooms, I used a recursive implementation of a depth first search to iterate through each node in the graph picking a random room of the specified type and instantiating it into the scene lining it up with the previous room in the tree.

10.4.1 I implemented this by making each of the rooms of the same type be roughly the same length, this means that whenever a level is generated the length will only be between a maximum and minimum length.

#### **Partially/Unsuccessfull:**

10.2 I partially met this requirement as I didnt make chest rooms or many different shaped rooms due to a lack of time.

If I had extra time I would remedy this by making chest and boss rooms as detailed in my evaluation of criteria 3.4. I would also make more interesting shaped rooms by taking the standard rectangle shape and keeping the footprint adding obstacles or corridors winding through them which would allow for more variation in levels generated.

10.4.2 I partially met this requirement as I didnt make all of the rooms I would have liked including secret rooms. However out of the rooms I made the levels will always contain the rooms required.

If I had more time after I made more rooms I would add them in at different points in the level to create more incentive to explore different areas.

Criteria #	Abstraction	Success Criteria	Not Met	Partially Met	Fully Met
11	Hidden Areas	11.1 Add mechanics to get into the secret rooms (breakable walls, climbing vines, keys, etc.) <ul style="list-style-type: none"> <li>11.1.1 Add a hammer to break walls with</li> <li>11.1.2 Add climbing gloves which you need in order to climb vines</li> </ul> 11.2 Add secret Boss and Treasure rooms for behind these obstacles.	11.1 11.2	Not Met Not Met	

For 11 I didnt get onto this as it was onyl a desireable feature and I ran out of time to keep implementing them.

11.1.1 To add a hammer I would use my existing item class hierarchy adding in a new class for tools and a child class for hammers, the hammer tool would be a tool that when in your inventory would allow you to walk up to specially made slightly ruined walls and get detected with an Area2D node, this would allow you to interact with the wall and if you have the hammer to knock it down revealing a part of the level previously hidden to you. I could also implement a hardness feature which means that certain hammers would only be able to knock down weaker walls whereas other ones that are obtained later could knock down stronger ones.

11.1.2 To add climbing gloves I would again use a child class of the tools class for a climbing gloves class, I would need to implement a climbing animation for use when the player tries to traverse up vines which would only activate if the player had the climbing gloves, The vines would change the scene to a hidden level scene. I could again add different levels of climbing gloves or perhaps other climbing gear to allow the player to climb harder walls/vines.

11.2 To implement secret boss and treasure rooms for behind these obstacles I would use seperate scenes from the procedural generated rooms using the TileMap to create the environment, I would not instantiate these scenes into the level until the player conquered the obstacles. The boss and treasure rooms would include bosses and chests with unique loot pools often containing special items that you might not usuaully be able to obtain at that level and they would be structured similarly to how I detailed in my evaluation of criteria 3.4.

Criteria #	Abstraction	Success Criteria	Not Met	Partially Met	Fully Met	Met
12	Inventory System	12.1 UI for Inventory 12.2 Storage of Extra weapons and key items (keys, armour, charms, etc) 12.3 E key to open up the inventory 12.4 Ability to switch out what Weapons, Armour and charms are equipped. 12.5 Ability to add or remove items from the inventory. 12.6 SQL table to store inventory contents	12.1 12.2 12.3 12.4 12.5 12.6	Fully Met Fully Met Fully Met Fully Met Fully Met Fully Met		

Most of the inventory functions are in the inventory.gd and the database.gd script which is tested through my testing plan there and the UI of it is evidenced in the UI testing here<sup>[6]</sup>.

12.1 is implemented similarly to the other UI, there is a canvas layer that pops up and pauses the process scripts of all the enemies and player upon pressing the inventory key, this layer contains a ScrollContainer for the inventory items as well as buttons for binning an item, equipping an item and logging out (requested by stakeholders). The ScrollContainer is set up using the list of items from the get\_stored\_items function it then uses their display strings in order to display them all on buttons 4 across (using a HBoxContainer) and scrolling down (using a VBoxContainer) this creates a scrollable inventory to view all the items.

12.2 is implemented through fulfilling 12.6 and through storing the paths to the item resource file in the SQL table so that you can fetch all the information about the resource from loading it from the path.

12.3 is implemented through the use of godot's \_input function it catches when the inventory action (E key) is pressed and then pauses the other scripts and instantiates the InventoryUI scene.

12.4 is implemented through the use of the equip\_item function which uses SQL queries to change the equipped item in a slot in the save\_data SQL table as well as the unequip\_item function to add the previously equipped item back into the stored\_items SQL table. It also removes the item equipped from the stored items table using the remove\_stored\_item function. These functions are attached to the equip item button in the InventoryUI scene which will take the last selected item button and equip it using the function.

12.5 is implemented through the database.gd file, specifically the get\_stored\_items function (Gets an array of the stored items for the save) the get\_stored\_item\_amount function which is used in the remove\_stored\_item function to see if there is enough of the item to remove. There is also the add\_stored\_item function. These functions interact with the stored\_items SQL table in order to update the items stored there.

12.6 is implemented through the stored\_items and save\_data SQL tables, these tables are created using SQL queries to store all the stored\_items and equipped\_items respectively and store them through the use of storing the path to the item resource. These tables are automatically created if they do not exist on the game startup

Criteria #	Abstraction	Success Criteria	Not Met	Partially Met	Fully Met	Met
13	Settings and Volume Control	13.1 Settings UI with buttons for each setting 13.2 Ability to control the volume 13.3 Ability to control the vibrancy of colours in the game.	13.1 13.2 13.3	Not Met Not Met Not Met		

Criteria 13 was a desireable criteria and so was not implemented due to lack of time and due to the fact that there wasn't any sounds implemented in the game yet to control the volume of.

13.1 If I had the time 13.1 would be implemented through a UI menu similar to the InventoryUI based on a CanvasLayer that would pause the game processes when the key to open it is pressed. I would use godot's sliders for toggling difficulty, add a button for toggling hardcore which would use SQL queries to update the save\_data table and a button to quit to the save menu.

13.2 If I had the time and implemented audio I would make sure I implemented the audio by using godot's AudioServer to manage the AudioBuses for the different types of audio (music, sound effects etc) which allows me to control the volumes separately. I would then add a slide for each audio bus to the settings UI and make it so upon the slider value being set it would change the volume value of the relevant bus on the AudioServer.

13.3 If I had the time I would add a dropdown menu with different settings for the colours of the game, I would add a tint setting through the use of a CanvasItemShader on a CanvasLayer then use godot's shader coding in order to code a shader that shifts the colour of the pixels towards the relevant colour. I could also add a vibrancy slider through another shader that keeps the ratio's of colours RGB values but decreases the values overall to create less vibrant colours.

Criteria #	Abstraction	Success Criteria	Not Met	Partially Met	Fully Met	Met
14	Difficulty Levels and Hardcore Mode	14.1 A slider for difficulty in create save 14.2 Increasing difficulty based on the slider 14.2.1 Increasing enemy health 14.2.2 Decreasing player health 14.2.3 Increasing number of enemies 14.3 A Hardcore mode at maximum difficulty with a separate save state to the normal game. 14.3.1 Roguelike features (permadeath, resource management, etc) 14.4 SQL table to store different saves	14.1 14.2.1 14.2.2 14.2.3 14.3	Partially Met Fully Met Not Met Partially Met Not Met	Fully Met	

**Successful:**

My evidence of setting difficulty levels and hardcore mode can be seen in the login forms testing here<sup>[2]</sup>.

14.1 is implemented through Godot's slider in the save menu scene used to set the difficulty from which the value is saved in the save\_data table for use when creating a new save.

14.2.1 is implemented through the \_ready function in the room scripts which sets all the enemies in a room to have a health that increases as the level and difficulty increase.

14.4 is implemented through the save\_data table which stores the save\_id, user\_id, difficulty, equipped\_items and whether the save is hardcore. This table is automatically created in the database if it does not exist on startup.

**Partially/Unsuccessful:**

14.2.2 was not met due to lack of time however it could have been implemented through setting the players health to decrease based on the difficulty but never end up at zero with a function like  $health = \frac{100}{\sqrt{difficulty}}$  running on the player being loaded in to set the health.

14.2.3 was not partially met as instead of increasing the number of enemies I increased enemy damage which can have a similar effect and was easier to implement with the lack of time.

If I had more time I could have implemented 14.2.3 by making it so enemies had a chance to duplicate by instantiating another enemy scene upon being loaded in, this chance would be small but would increase as the difficulty increases.

14.3 was not implemented due to it being a fairly large criteria to implement for not as much benefit to stakeholders as well as a lack of time.

I could implement several roguelike features if I had more time. Permadeath could be implemented through either deletion of the save when the player dies through an SQL query or by resetting the player back to the first level but letting them keep certain stuff such as the skill tree or certain unlockable items which would not get deleted.

## 4.2 Stakeholder Feedback 3

Considered Maintenance issues and limitations

## 4.3 Final Evaluation

Overall I feel like the NEA project was a partial success, I met most of my basic success criteria and created some amount of playable game content with features that my stakeholders were happy with in the final feedback. I did however fall short of my own expectations both in terms of implementing some of the more problem solving focused elements of the criteria as well as ending up with a final project that felt like it had enough content and replayability in order to make it a worthwhile investment compared to alternatives my stakeholder's might consider. I feel as though I had most of the core features and building blocks set up in order to, with little extra effort, provide a more content heavy experience that could fully satisfy my stakeholder's requirements for both replayability and general intuitiveness and accessibility to new players and players with special requirements.

I do feel as though I have developed my skills, both in fluency with the concept of a long form coding project with specific requirements to fulfill and in various coding concepts both within and outside of the A level spec. I have solidified my theoretical and practical knowledge in a variety of skills within the OCR specification.

Object Oriented Programming through the direct approach with my item classes using inheritance and polymorphism and the indirect ways it came into play with godot's node structure of encapsulation where nodes can contain other nodes to add functionality. Software Development life cycles, although I didn't follow a specific life cycle choosing instead to follow a mostly waterfall approach with some agile components the project helped me learn about the practical application including benefits and drawbacks of the different approaches within a stakeholder driven development process, it also helped me realise that the specific approaches are not as clear cut and many different approaches can be made through adapting elements of the specific approaches. I learned about the uses and practical implementations of a lot of the common data structures and algorithms taught in Computer Science, including how the A\* algorithm can be adapted to work using a general area through the use of a mesh rather than a manual graph structure which cannot support pathfinding to points inbetween the nodes. I learnt about SQL databases including many practical applications and commands needed to make tables viable aswell as the different considerations to make when considering the database structure (how data needs to be accessed, normal forms, etc).

## 5 References

REF#	Date	Topic/Abstract	Type	URL or BOOK reference	How I used this
1	1/6/24	Research/ Existing Solutions	video games store, online	<a href="#">Steam (The Binding of Isaac)</a>	One of the existing solutions I researched.
2	15/6/24	Research/ Existing Solutions	video games store, online	<a href="#">Steam (Dead Cells)</a>	One of the existing solutions I researched
3	15/6/24	Research/ Existing Solutions	youtube video, online	<a href="#">Youtube (Motion Twin)</a>	A dev log for an existing solution.
4	15/6/24	Research/ Existing Solutions	blog, online	<a href="#">robertheaton.com</a>	An existing algorithm I researched.
5	25/11/24	Research/ Existing Solutions	video games store, online	<a href="#">Nintendo Store (Breath of The Wild)</a>	One of the existing solutions I researched
6	04/03/25	Design/ Enemy Design	Game Engine Documentation, online	<a href="#">Godot Docs (2D navigation)</a>	The documentation for godot's navigation nodes in 2D

## 6 Video Evidence Log

REF#	Video Name	What it evidences	Cross reference to document.
1		Movement and TileMap Testing	
2		Login Forms Testing	
3		Save Menu Test 2	
4		Player Attack System and Enemies that damage the player	
5		Chest and Door Testing	
6		UI testing	
7		Procedural Generation Testing	
8		Player Instancing in Level Testing	
9		Level 1 Testing	
10		Stakeholder Feedback 1	
11		Stakeholder Feedback 2	
12		Stakeholder Feedback 3	

## 7 Code Listings

### 7.1 resources/scripts

item.gd

```

1 extends Resource
2
3 class_name Item
4
5 @export var stackable: bool
6 @export var description: String
7 @export var icon: Texture

```

equipable.gd

```

1 extends Item
2
3 class_name Equipable
4
5 @export var stat_boosts: Dictionary = {}
6
7 func _init():
8     stackable = false

```

armour.gd

```

1 extends Equipable
2
3 class_name Armour
4
5 @export var defense: int
6 @export var armour_type: String # "light", "heavy"
7 @export var body_part: String # "head", "chest", "legs"
8 @export var set_id: int
9
10 func display_string():
11     return "Armour\nName: %s\nType: %s\nDefense: %s\n Description: %s" % [resource_name,
12                         armour_type.capitalize(), defense, description]

```

weapon.gd

```

1 extends Equipable
2
3 class_name Weapon
4
5 @export var weapon_type: String # "ranged_magic", "area_magic", "melee"
6 @export var attack_power: int
7 @export var attack_range: int
8 @export var damage_type: String # "normal", "ice", "fire", "thunder", "divine", "poison"
9 @export var mana_cost: int
10 var hurtbox_scene_path = "res://scenes/game/player/hurt_box.tscn"
11
12 func display_string():
13     return "Weapon\nName: %s\nType: %s\nDamage: %s\nDamage Type: %s\n Description: %s" % [
14         resource_name, weapon_type.replace("_", " ").capitalize(), attack_power, damage_type.
15         capitalize(), description]

```

charm.gd

```

1 extends Equipable
2
3 class_name Charm
4
5 @export var charm_type: String # "ice", "fire", "cursed", "divine", "poison"
6
7 func display_string():
8     return "Weapon\nName: %s\nType: %s\n Description: %s" % [resource_name, charm_type.
8         capitalize(), description]

```

key.gd

```

1 extends Item
2
3 class_name Key
4
5 @export var key_id: String
6
7
8 func display_string():
9     return "Key\nName: %s\n Description: %s" % [resource_name, description]

```

## 7.2 scenes

### 7.2.1 game/enemies

default\_slime.gd

```

1 extends CharacterBody2D
2
3
4
5 var direction = Vector2(0,1)
6 @export var speed:int = 20
7 @export var health: int = 10
8 @export var damage: int = 1
9 @export var damage_type: String = "normal"
10 @export var weaknesses: Array
11 var animating: bool
12 var can_attack = true
13
14 func get_animation(animation_type: String):
15     if abs(direction.x) > abs(direction.y):
16         if direction.x > 0:
17             return animation_type + "_r"
18         else:
19             return animation_type + "_l"
20     else:
21         if direction.y > 0:
22             return animation_type + "_d"
23         else:
24             return animation_type + "_u"
25
26 func _ready():
27     add_to_group("enemies")
28     $HealthBar.max_value=health
29     $HealthBar.value=health
30
31 func _physics_process(delta: float) -> void:
32     # If player in range sets move to true
33     var move = false
34     for body in $Area2D.get_overlapping_bodies():
35         if body.name == "Player":
36             move = true
37     #Moves or idles if not animating
38     if not animating:
39         if move:
40             direction = to_local($NavigationAgent2D.get_next_path_position()).
41                         normalized()
42             velocity = direction * speed
43             $AnimatedSprite2D.play(get_animation("walk"))
44             move_and_slide()
45         else:
46             $AnimatedSprite2D.play(get_animation("idle"))
47     else:
48         move_and_slide()
49
50     #Attacks player if collides with them and can attack
51     if can_attack:
52         for i in range(get_slide_collision_count()):
53             var collision = get_slide_collision(i)
54             var collider = collision.get_collider()
55             if collider.is_in_group("player"):
56                 collider.take_damage(damage, damage_type)
57                 can_attack=false

```

```

57                         $AttackTimer.start()
58
59 func take_damage(damage, damage_type):
60     var player = get_tree().get_first_node_in_group("player")
61     animating = true
62     if damage_type in weaknesses: #Takes more damage from weaknesses
63         health -= 2*damage
64     else:
65         health -= damage
66     velocity = - 25 * to_local(player.global_position).normalized() #takes knockback by
67         changing velocity
68     $HealthBar.value=health
69     $HealthBar.visible = true
70     if health <= 0: #dies if health is low
71         queue_free()
72     else:
73         $AnimatedSprite2D.play(get_animation("hurt"))
74     await $AnimatedSprite2D.animation_finished
75     animating = false
76     velocity = Vector2(0,0) #Removes knockback velocity
77     $HealthBar.visible = false
78
79 func _on_navigation_timer_timeout() -> void:
80     var player = get_tree().get_first_node_in_group("player")
81     if player:
82         $NavigationAgent2D.set_target_position(player.global_position)
83
84 func _on_attack_timer_timeout() -> void:
85     can_attack = true

```

fire\_slime.gd

```

1 extends CharacterBody2D
2
3
4
5 var direction = Vector2(0,1)
6 @export var speed:int = 20
7 @export var health: int = 10
8 @export var damage: int = 1
9 @export var damage_type: String = "fire"
10 @export var weaknesses: Array
11 var animating: bool
12 var can_attack = true
13
14 func get_animation(animation_type: String):
15     if abs(direction.x) > abs(direction.y):
16         if direction.x > 0:
17             return animation_type + "_r"
18         else:
19             return animation_type + "_l"
20     else:
21         if direction.y > 0:
22             return animation_type + "_d"
23         else:
24             return animation_type + "_u"
25
26
27 func _ready():
28     add_to_group("enemies")
29     $HealthBar.max_value = health
30     $HealthBar.value=health
31
32 func _physics_process(delta: float) -> void:
33     # If player in range sets detected to true
34     var player_detected = false
35     for body in $Area2D.get_overlapping_bodies():
36         if body.name == "Player":
37             player_detected = true
38     #Attacks if not animating and can attack
39     if not animating:
40         $AnimatedSprite2D.play(get_animation("idle"))
41         if player_detected and can_attack:
42             direction = to_local($NavigationAgent2D.get_next_path_position()).
43                 normalized()
44             var projectile = load("res://scenes/game/projectiles/fire_projectile.tsfn")
45             projectile.instantiate()
46             projectile.rotation_degrees = rad_to_deg(direction.angle())

```

```

45         projectile.position = position + 20*direction
46         projectile.damage = damage
47         get_parent().add_child(projectile)
48         can_attack=false
49         $AttackTimer.start()
50
51
52 func take_damage(damage, damage_type):
53     var player = get_tree().get_first_node_in_group("player")
54     animating = true
55     if damage_type in weaknesses: #Takes more damage from weaknesses
56         health -= 2*damage
57     else:
58         health -= damage
59     velocity = - 25 * to_local(player.global_position).normalized() #takes knockback by
60             changing velocity
61     $HealthBar.value=health
62     $HealthBar.visible = true
63     if health <= 0: #dies if health is low
64         queue_free()
65     else:
66         $AnimatedSprite2D.play(get_animation("hurt"))
67     await $AnimatedSprite2D.animation_finished
68     animating = false
69     velocity = Vector2(0,0) #Removes knockback velocity
70     $HealthBar.visible = false
71
72
73 func _on_navigation_timer_timeout() -> void:
74     var player = get_tree().get_first_node_in_group("player")
75     if player:
76         $NavigationAgent2D.set_target_position(player.global_position)
77
78
79 func _on_attack_timer_timeout() -> void:
80     can_attack = true

```

**poison\_slime.gd**

```

1 extends CharacterBody2D
2
3
4
5 var direction = Vector2(0,1)
6 @export var speed:int = 20
7 @export var health: int = 10
8 @export var damage: int = 1
9 @export var damage_type: String = "poison"
10 @export var weaknesses: Array
11 var animating: bool
12 var can_attack = true
13
14 func get_animation(animation_type: String):
15     if abs(direction.x) > abs(direction.y):
16         if direction.x > 0:
17             return animation_type + "_r"
18         else:
19             return animation_type + "_l"
20     else:
21         if direction.y > 0:
22             return animation_type + "_d"
23         else:
24             return animation_type + "_u"
25
26
27 func _ready():
28     add_to_group("enemies")
29     $HealthBar.max_value = health
30     $HealthBar.value=health
31
32 func _physics_process(delta: float) -> void:
33     # If player in range sets move to true
34     var move = false
35     for body in $Area2D.get_overlapping_bodies():
36         if body.name == "Player":
37             move = true
38     #Moves or idles if not animating

```

```

39         if not animating:
40             if move:
41                 direction = to_local($NavigationAgent2D.get_next_path_position()).
42                             normalized()
43                 velocity = direction * speed
44                 $AnimatedSprite2D.play(get_animation("walk"))
45                 move_and_slide()
46             else:
47                 $AnimatedSprite2D.play(get_animation("idle"))
48         else:
49             move_and_slide()
50
51     #Attacks player if collides with them and can attack
52     if can_attack:
53         for i in range(get_slide_collision_count()):
54             var collision = get_slide_collision(i)
55             var collider = collision.get_collider()
56             if collider.is_in_group("player"):
57                 collider.take_damage(damage, damage_type)
58                 can_attack=false
59                 $AttackTimer.start()
60
61
62
63 func take_damage(damage, damage_type):
64     var player = get_tree().get_first_node_in_group("player")
65     animating = true
66     if damage_type in weaknesses: #Takes more damage from weaknesses
67         health -= 2*damage
68     else:
69         health -= damage
70     velocity = - 25 * to_local(player.global_position).normalized() #takes knockback by
71             changing velocity
72     $HealthBar.value=health
73     $HealthBar.visible = true
74     if health <= 0: #dies if health is low
75         queue_free()
76     else:
77         $AnimatedSprite2D.play(get_animation("hurt"))
78     await $AnimatedSprite2D.animation_finished
79     animating = false
80     velocity = Vector2(0,0) #Removes knockback velocity
81     $HealthBar.visible = false
82
83
84
85 func _on_navigation_timer_timeout() -> void:
86     var player = get_tree().get_first_node_in_group("player")
87     if player:
88         $NavigationAgent2D.set_target_position(player.global_position)
89
90
91 func _on_attack_timer_timeout() -> void:
92     can_attack = true

```

## 7.2.2 game/player

player.gd

```

1 extends CharacterBody2D
2
3
4 var speed = 100
5 var health = 100
6 var mana = 100
7 var last_direction = Vector2(1,0)
8 var animating = false
9 var weapon
10 var can_dash = true
11 var ui = preload("res://scenes/game/player/ui.tscn")
12 func _ready():
13     add_to_group("player")
14     add_child(ui.instantiate())
15

```

```

16 #Function to return the directional name of the animation in the direction player ois facing
17 func get_animation(animation_type: String):
18     var anim = animation_type + "_"
19     if last_direction.x:
20         if last_direction.x == 1:
21             anim += 'r'
22         else:
23             anim += 'l'
24     if last_direction.y:
25         if last_direction.y == 1:
26             anim += 'd'
27         else:
28             anim += 'u'
29     return anim
30
31
32 func _physics_process(delta: float) -> void:
33     # Get the direction
34     var direction = Vector2(Input.get_axis("left", "right"), Input.get_axis("up", "down"))
35     # Velocity
36     velocity = direction.normalized() * speed
37     #Moving or Idling if its not already animating
38     if not animating:
39         if direction:
40             last_direction = direction
41             $AnimatedSprite2D.play(get_animation("walk"))
42         else:
43             $AnimatedSprite2D.play(get_animation("idle"))
44     move_and_slide()
45
46 #Handles different input types
47 func _input(event: InputEvent) -> void:
48     if event.is_action_pressed("attack"):
49         attack()
50     elif event.is_action_pressed("dash"):
51         if can_dash: # Increases speed momentarily if you can dash
52             speed = 8*speed
53             can_dash = false
54             await get_tree().create_timer(0.05).timeout
55             speed = speed/8
56             await get_tree().create_timer(0.5).timeout
57             can_dash = true
58     if event.is_action_pressed("help"): #Loads help emnu and pauses till key pressed again
59         var help_menu = load("res://scenes/menu/help_menu.tscn").instantiate()
60         add_child(help_menu)
61         get_tree().paused = true
62         await get_tree().create_timer(0.2).timeout
63         while not Input.is_action_just_pressed("help"):
64             await get_tree().process_frame
65             help_menu.queue_free()
66             get_tree().paused = false
67     elif event.is_action_pressed("inventory"): #Loads Inventory and pauses till key pressed again
68         var inventory_ui = load("res://scenes/game/player/inventory_ui.tscn").instantiate()
69         $UI.visible = false
70         add_child(inventory_ui)
71         get_tree().paused = true
72         await get_tree().create_timer(0.2).timeout
73         while not Input.is_action_just_pressed("inventory"):
74             await get_tree().process_frame
75             inventory_ui.queue_free()
76             $UI.visible = true
77             get_tree().paused = false
78
79
80
81
82 func attack():
83     #Gets weapon and attacks if it isnt animating and you have the mana
84     if Database.get_slot_value("weapon"):
85         weapon = load(Database.get_slot_value("weapon"))
86         if not animating and mana >= weapon.mana_cost:
87             animating = true
88             mana -= weapon.mana_cost
89             if weapon.weapon_type == "melee":
90                 $AnimatedSprite2D.play(get_animation("melee"))

```

```

91         await get_tree().create_timer(0.5).timeout # Account for
92             animation delay
93             #Load the hurtbox scene
94             var hurtbox_scene = load(weapon.hurtbox_scene_path)
95             var hurtbox_instance = hurtbox_scene.instantiate()
96             hurtbox_instance.range = weapon.attack_range
97             hurtbox_instance.damage = weapon.attack_power
98             hurtbox_instance.damage_type = weapon.damage_type
99             hurtbox_instance.rotation = last_direction.angle()
100            #Add child
101            add_child(hurtbox_instance)
102            #Hitbox lasts for a tenth of a second
103            await get_tree().create_timer(0.1).timeout
104            print("yes")
105            hurtbox_instance.queue_free()
106            elif weapon.weapon_type == "ranged_magic":
107                $AnimatedSprite2D.play(get_animation("melee")) #Change later
108                await get_tree().create_timer(0.5).timeout # Account for
109                    animation delay
110                    #Load the projectile scene
111                    var projectile = load("res://scenes/game/projectiles/%s_projectile.tscn"%weapon.damage_type).instantiate()
112                    var projectile_direction = (get_viewport().get_mouse_position() - Vector2(1920/2,1080/2)).normalized()
113                    projectile.rotation_degrees = rad_to_deg(projectile_direction.angle())
114                    projectile.position = position + 20 * projectile_direction
115                    projectile.damage = weapon.attack_power
116                    get_parent().add_child(projectile)
117                    elif weapon.weapon_type == "area_magic":
118                        $AnimatedSprite2D.play(get_animation("melee")) #Change later
119                        await get_tree().create_timer(0.5).timeout # Account for
120                            animation delay
121                            #Load the projectile scene
122                            var area_direction = (get_viewport().get_mouse_position() - Vector2(1920/2,1080/2)).normalized()
123                            var area = load("res://scenes/game/projectiles/%s_area.tscn"%weapon.damage_type).instantiate()
124                            area.position = position + 25 * area_direction
125                            area.damage = weapon.attack_power
126                            get_parent().add_child(area)
127                            await $AnimatedSprite2D.animation_finished
128                            animating = false
129
130 func take_damage(damage, damage_type): #Removes the amount of health for the damage
131     health -= damage
132     if health <= 0:
133         get_tree().change_scene_to_file("res://scenes/menu/save_menu.tscn")

```

**hurt\_box.gd**

```

1 extends Area2D
2
3 var damage: int
4 var damage_type: String
5 var range: int
6
7
8 func _on_body_entered(body: Node2D) -> void:
9     if body.is_in_group("enemies"): # If an enemy enters damages it
10        body.take_damage(damage, damage_type)

```

**inventory.ui.gd**

```

1 extends CanvasLayer
2
3 var selected: String = ""
4 var hbox: HBoxContainer
5 func _ready() -> void:
6     process_mode = Node.PROCESS_MODE_ALWAYS
7     #var inventory = [{"item_id": "res://resources/equipable/weapon/test_weapon_magic_area.tres", "amount":1}, {"item_id": "res://resources/equipable/weapon/test_weapon_magic_ranged.tres", "amount":1}, {"item_id": "res://resources/equipable/weapon/test_weapon_melee.tres", "amount":1}, {"item_id": "res://resources/key/test_key.tres", "amount":1}, {"item_id": "res://resources/equipable/armour/test_armour.tres", "amount":1}]

```

```

amount":1},{"item_id": "res://resources/key/test_key_2.tres","amount":1},{"item_id": "res://resources/key/test_key_2.tres","amount":1}]

8    refresh()

9

10 func refresh():
11     var inventory = Database.get_stored_items()
12     var item_count = 0
13     #Gets rid of existing children
14     for child in $ScrollContainer/VBoxContainer.get_children():
15         child.queue_free()
16     for item in inventory: #Creates a button to select an item that displays key info about
17         the item
18         var button = Button.new()
19         if item_count % 4 == 0:
20             hbox = HBoxContainer.new()
21             $ScrollContainer/VBoxContainer.add_child(hbox)
22             print(hbox)
23             button.text = load(item["item_id"]).display_string() + "\nAmount: %d" % item[
24                 "amount"]
25             button.connect("pressed",_select.bind(item["item_id"]))
26             button.custom_minimum_size = Vector2(250,200)
27             hbox.add_child(button)
28             item_count += 1
29     #Creates labels for all the equipped items
30     if Database.get_slot_value("weapon"):
31         $WeaponLabel.text = load(Database.get_slot_value("weapon")).display_string()
32     if Database.get_slot_value("head"):
33         $HeadLabel.text = load(Database.get_slot_value("head")).display_string()
34     if Database.get_slot_value("chest"):
35         $ChestLabel.text = load(Database.get_slot_value("chest")).display_string()
36     if Database.get_slot_value("legs"):
37         $LegsLabel.text = load(Database.get_slot_value("legs")).display_string()
38     if Database.get_slot_value("charm_1"):
39         $Charm1Label.text = load(Database.get_slot_value("charm_1")).display_string()
40     if Database.get_slot_value("charm_2"):
41         $Charm2Label.text = load(Database.get_slot_value("charm_2")).display_string()

42     #Changes selected item
43     func _select(item_id):
44         selected = item_id

45     #Equips selected item if selected
46     func _on_equip_button_pressed() -> void:
47         if selected != "":
48             Inventory.equip_item(selected)
49             refresh()

50     #Removes selected item if selected
51     func _on_bin_button_pressed() -> void:
52         if selected != "":
53             Database.remove_stored_item(selected)
54             refresh()

55

56

57

58     func _on_log_out_button_pressed() -> void:
59         get_tree().change_scene_to_file("res://scenes/menu/login_form.ts scn")

ui.gd

```

```

1 extends CanvasLayer
2
3 var player
4

```

```

5 func _ready():
6     var player = get_tree().get_first_node_in_group("player")
7     $HealthBar.max_value = player.health
8     $MagicBar.max_value = player.mana
9     update_ui()
10
11
12 func _process(delta: float) -> void:
13     var player = get_tree().get_first_node_in_group("player")
14     $HealthBar.value = player.health
15     $MagicBar.value = player.mana
16
17
18 func update_ui():
19     if Database.get_slot_value("weapon"):
20         var weapon = load(Database.get_slot_value("weapon"))
21         $WeaponLabel.text = weapon.display_string()

```

### 7.2.3 game/projectiles

ice\_projectile.gd

```

1 extends CharacterBody2D
2
3 var damage: int = 1
4 var damage_type: String = "ice"
5 var speed = 120
6 var attacking = false
7
8
9 func _physics_process(delta: float) -> void:
10     #Gets movement vector
11     velocity.x = speed * cos(rotation)
12     velocity.y = speed * sin(rotation)
13     if not attacking:
14         move_and_slide()
15     #Damages player or enemy if collides with them
16     for i in range(get_slide_collision_count()):
17         if not attacking:
18             attacking = true
19             var collision = get_slide_collision(i)
20             print(collision)
21             var collider = collision.get.collider()
22             print(collider)
23             if collider.is_in_group("player") or collider.is_in_group("enemies"):
24                 collider.take_damage(damage, damage_type)
25             $CollisionShape2D.disabled = true
26             $AnimatedSprite2D.play("impact")
27             await $AnimatedSprite2D.animation_finished
28             queue_free()

```

fire\_projectile.gd

```

1 extends CharacterBody2D
2
3 var damage: int = 1
4 var damage_type: String = "fire"
5 var speed = 120
6 var attacking = false
7
8
9 func _physics_process(delta: float) -> void:
10     #Gets movement vector
11     velocity.x = speed * cos(rotation)
12     velocity.y = speed * sin(rotation)
13     if not attacking:
14         move_and_slide()
15     #Damages player or enemy if collides with them
16     for i in range(get_slide_collision_count()):
17         if not attacking:
18             attacking = true
19             var collision = get_slide_collision(i)
20             print(collision)
21             var collider = collision.get.collider()
22             print(collider)

```

```

23             if collider.is_in_group("player") or collider.is_in_group("enemies"):
24                 collider.take_damage(damage, damage_type)
25             $CollisionShape2D.disabled = true
26             $AnimatedSprite2D.play("impact")
27             await $AnimatedSprite2D.animation_finished
28             queue_free()

```

**thunder\_projectile.gd**

```

1 extends CharacterBody2D
2
3 var damage: int = 1
4 var damage_type: String = "thunder"
5 var speed = 120
6 var attacking = false
7
8
9 func _physics_process(delta: float) -> void:
10     #Gets movement vector
11     velocity.x = speed * cos(rotation)
12     velocity.y = speed * sin(rotation)
13     if not attacking:
14         move_and_slide()
15     #Damages player or enemy if collides with them
16     for i in range(get_slide_collision_count()):
17         if not attacking:
18             attacking = true
19             var collision = get_slide_collision(i)
20             print(collision)
21             var collider = collision.get_collider()
22             print(collider)
23             if collider.is_in_group("player") or collider.is_in_group("enemies"):
24                 collider.take_damage(damage, damage_type)
25             $CollisionShape2D.disabled = true
26             $AnimatedSprite2D.play("impact")
27             await $AnimatedSprite2D.animation_finished
28             queue_free()

```

**ice\_area.gd**

```

1 extends Area2D
2
3 var damage: int = 1
4 var damage_type: String = "ice"
5
6
7 func _ready():
8     await $AnimatedSprite2D.animation_finished
9     queue_free()
10
11 func _on_body_entered(body: Node2D) -> void:
12     if body.is_in_group("enemies") or body.is_in_group("player"): # If its an enemy or player
13         damages_it
14         body.take_damage(damage, damage_type)

```

**fire\_area.gd**

```

1 extends Area2D
2
3 var damage: int = 1
4 var damage_type: String = "fire"
5 var time:int = 1
6
7
8 func _ready():
9     await get_tree().create_timer(time).timeout
10    queue_free()
11
12 func _on_body_entered(body: Node2D) -> void:
13     if body.is_in_group("enemies") or body.is_in_group("player"): # If its an enemy or player
14         damages_it
15         body.take_damage(damage, damage_type)

```

**thunder\_area.gd**

```

1  extends Area2D
2
3  var damage: int = 1
4  var damage_type: String = "thunder"
5
6
7  func _ready():
8      await $AnimatedSprite2D.animation_finished
9      queue_free()
10
11 func _on_body_entered(body: Node2D) -> void:
12     if body.is_in_group("enemies") or body.is_in_group("player"): # If its an enemy or player
13         damages_it
14         body.take_damage(damage, damage_type)
15

```

#### 7.2.4 game/worlds

rooms/graph/dungeon\_graph.gd

```

1  extends Node
2
3  class_name DungeonGraph
4
5  var root: DungeonGraphNode
6  var nodes: Array
7  var rooms: Dictionary = {'chest':[["res://scenes/game/worlds/rooms/monster/room.tscn"], "res://scenes/game/worlds/rooms/end/end.tscn"], "start": ["res://scenes/game/worlds/rooms/start/start.tscn"], "monster": ["res://scenes/game/worlds/rooms/monster/m_room_1.tscn", "res://scenes/game/worlds/rooms/monster/m_room_2.tscn", "res://scenes/game/worlds/rooms/monster/m_room_3.tscn", "res://scenes/game/worlds/rooms/monster/m_room_4.tscn", "res://scenes/game/worlds/rooms/monster/m_room_5.tscn"], "corridor": ["res://scenes/game/worlds/rooms/corridors/corridor_1.tscn", "res://scenes/game/worlds/rooms/corridors/corridor_2.tscn", "res://scenes/game/worlds/rooms/corridors/corridor_3.tscn", "res://scenes/game/worlds/rooms/corridors/corridor_4.tscn", "res://scenes/game/worlds/rooms/corridors/corridor_5.tscn", "res://scenes/game/worlds/rooms/corridors/corridor_6.tscn", "res://scenes/game/worlds/rooms/corridors/corridor_7.tscn", "res://scenes/game/worlds/rooms/corridors/corridor_8.tscn", "res://scenes/game/worlds/rooms/corridors/corridor_9.tscn", "res://scenes/game/worlds/rooms/corridors/corridor_10.tscn", "res://scenes/game/worlds/rooms/corridors/corridor_11.tscn", "res://scenes/game/worlds/rooms/corridors/corridor_12.tscn"], "corridor_along": ["res://scenes/game/worlds/rooms/corridors/corridor_1.tscn", "res://scenes/game/worlds/rooms/corridors/corridor_7.tscn"], "corridor_up": ["res://scenes/game/worlds/rooms/corridors/corridor_2.tscn", "res://scenes/game/worlds/rooms/corridors/corridor_8.tscn"], "corridor_corner": ["res://scenes/game/worlds/rooms/corridors/corridor_3.tscn", "res://scenes/game/worlds/rooms/corridors/corridor_4.tscn", "res://scenes/game/worlds/rooms/corridors/corridor_5.tscn", "res://scenes/game/worlds/rooms/corridors/corridor_6.tscn", "res://scenes/game/worlds/rooms/corridors/corridor_9.tscn", "res://scenes/game/worlds/rooms/corridors/corridor_10.tscn", "res://scenes/game/worlds/rooms/corridors/corridor_11.tscn", "res://scenes/game/worlds/rooms/corridors/corridor_12.tscn"]}]
15  var opposite_direction = {'north': 'south', 'south': 'north', 'east': 'west', 'west': 'east'}
16
17
18
19  func _init():
20      root = DungeonGraphNode.new()
21      root.room_type = "start"
22      nodes.append(root)
23  #Adds node onto the node at the onto index of the type
24  func add_node(onto_index, direction, room_type):
25      var onto = nodes[onto_index]
26      if onto[direction]: # returns false if their is already a node in the place we are trying
27          to place a new one
28          return false
29      var new_node = DungeonGraphNode.new()
30      new_node.room_type = room_type
31      #Sets up connections
32      onto[direction] = new_node
33      match direction:
34          'north':
35              new_node.south = onto
36          'south':
37              new_node.north = onto
38          'east':
39              new_node.west = onto
        'west':

```

```

40             new_node.east = onto
41         nodes.append(new_node)
42     return true
43
44
45 func gen_room(node, previous_direction = null, previous = null):
46     var room = load(rooms[node.room_type].pick_random()).instantiate() #instantiates random
47     room_of_specified_type
48     add_child(room)
49     if previous_direction: #sets position to match entrances
50         room.set_pos(previous_direction, previous.get_pos(opposite_direction[
51             previous_direction]))
52     for i in ['north', 'south', 'east', 'west']: #Caps entrances with no neighbour
53         if node[i] == null:
54             room.cap(i)
55
56     return room
57
58
59 func gen_dungeon(node=root, previous_direction = null, previous = null, generated = []):
60     var room = await gen_room(node, previous_direction, previous) #Generates room
61     generated.append(node) #Adds to generated list
62     for i in ['north', 'south', 'east', 'west']: #recursive call on any neighbour nodes that
63         havent been generated
64         if node[i] and node[i] not in generated:
65             generated = await gen_dungeon(node[i], opposite_direction[i], room,
66             generated)
67
68     return generated #returns generated to update list

```

rooms/graph/dungeon\_graph\_node.gd

```

1 extends Node
2
3 class_name DungeonGraphNode
4
5 var north: DungeonGraphNode = null
6 var south: DungeonGraphNode = null
7 var east: DungeonGraphNode = null
8 var west: DungeonGraphNode = null
9 var room_type: String

```

rooms/room.gd

```

1 extends Node2D
2
3 #Gets position of entrance in direction
4 func get_pos(direction):
5     match direction:
6         'north':
7             return $North.global_position
8         'south':
9             return $South.global_position
10        'east':
11            return $East.global_position
12        'west':
13            return $West.global_position
14
15 #sets the position so that the entrance in the direction is at the position provided
16 func set_pos(direction, global_pos):
17     match direction:
18         'north':
19             global_position += global_pos - $North.global_position
20         'south':
21             global_position += global_pos - $South.global_position
22         'east':
23             global_position += global_pos - $East.global_position
24         'west':
25             global_position += global_pos - $West.global_position
26
27 #adds a caps scene onto the direction specified
28 func cap(direction):
29     match direction:
30         'north':
31             var north_cap = load("res://scenes/game/worlds/rooms/north_cap.tsfn").
32             instantiate()
33             $North.add_child(north_cap)
34         'south':
35             var south_cap = load("res://scenes/game/worlds/rooms/south_cap.tsfn").
36             instantiate()

```

```

35             $South.add_child(south_cap)
36     'east':
37         var east_cap = load("res://scenes/game/worlds/rooms/east_cap.ts scn").
38             instantiate()
39         $East.add_child(east_cap)
40     'west':
41         var west_cap = load("res://scenes/game/worlds/rooms/west_cap.ts scn").
42             instantiate()
43         $West.add_child(west_cap)

44 func _ready():
45     if $Slimes: #Sets enemy health
46         for slime in $Slimes.get_children():
47             slime.health = floor(2*Global.current_level*log(3*Global.difficulty))
48             slime.damage = floor(Global.current_level*log(3*Global.difficulty))
49     if $Labels: #Updates Label text so levels match
50         for label in $Labels.get_children():
51             label.text = label.text.replace("0", str(Global.current_level))

rooms/room_test.gd
```

```

1 extends Node2D
2
3
4 func _ready():
5     await dungeon_1()
6     self.scale = Vector2(0.5,0.5)
7     self.position = Vector2(1920/4,1080/4)
8     #var player = load("res://scenes/game/player/player.ts scn").instantiate()
9     #player.position = Vector2(1920/2,1080/2)
10    #add_child(player)
11
12
13 func dungeon_1():
14     var graph = load("res://scenes/game/worlds/rooms/graph/dungeon_graph.ts scn").instantiate()
15     add_child(graph)
16     print(len(graph.nodes))
17     print(graph.add_node(0, 'north', 'corridor_along'))
18     print(graph.add_node(0, 'east', 'corridor_corner'))
19     print(graph.add_node(1, 'west', 'monster'))
20     print(graph.add_node(2, 'north', 'corridor_up'))
21     print(graph.add_node(4, 'north', 'monster'))
22     print(graph.add_node(2, 'east', 'monster'))
23     print(graph.add_node(0, 'south', 'corridor_corner'))
24     print(len(graph.nodes))
25     graph.add_node(7, 'south', 'monster')
26     graph.add_node(6, 'south', 'corridor')
27     graph.add_node(9, 'south', 'monster')
28     await graph.gen_dungeon()

29
30 func dungeon_2():
31     var graph = load("res://scenes/game/worlds/rooms/graph/dungeon_graph.ts scn").instantiate()
32     add_child(graph)
33     graph.add_node(0, 'north', 'corridor_corner')
34     graph.add_node(1, 'east', 'corridor_corner')
35     graph.add_node(2, 'east', 'corridor_corner')
36     graph.add_node(3, 'east', 'corridor_corner')
37     graph.add_node(1, 'north', 'monster')
38     graph.add_node(2, 'north', 'monster')
39     graph.add_node(2, 'south', 'monster')
40     graph.add_node(3, 'north', 'monster')
41     graph.add_node(3, 'south', 'monster')
42     graph.add_node(4, 'north', 'monster')
43     graph.add_node(4, 'south', 'monster')
44     graph.add_node(11, 'east', 'corridor_corner')
45     graph.add_node(12, 'south', 'monster')
46     graph.add_node(12, 'east', 'corridor_up')
47     graph.add_node(14, 'north', 'boss')
48     await graph.gen_dungeon()

49
50 func dungeon_3():
51     var graph = load("res://scenes/game/worlds/rooms/graph/dungeon_graph.ts scn").instantiate()
52     add_child(graph)
53     graph.add_node(0, 'north', 'corridor_corner')
54     graph.add_node(0, 'east', 'corridor_corner')
```

```

55     graph.add_node(0, 'south', 'corridor_corner')
56     graph.add_node(0, 'west', 'corridor_corner')
57     graph.add_node(1, 'north', 'monster')
58     graph.add_node(2, 'east', 'monster')
59     graph.add_node(3, 'south', 'monster')
60     graph.add_node(4, 'west', 'monster')
61
62     await graph.gen_dungeon()

```

chest.gd

```

1 extends StaticBody2D
2
3 @export var item_pool: Dictionary
4 @export var item_number: int
5 @export var key_path: String
6 @export var locked: bool
7 var item_list: Array
8
9
10
11 func _ready() -> void:
12     for item in item_pool:
13         var add_list = []
14         for x in item_pool[item]:
15             add_list.append(item)
16         item_list.append_array(add_list)
17
18 func _input(event):
19     if event.is_action_pressed("interact"):
20         for i in $Area2D.get_overlapping_bodies():
21             if i.name == "Player": # Check the player is within range
22                 if not(locked) or Inventory.remove_item(key_path,1) is bool: #
23                     Check if the player has the key and removes it if the door
24                     isn't locked
25                     for j in range(item_number):
26                         Inventory.add_item(item_list[randi_range(0,len(
27                             item_list)-1)],1)
28                         print(item_list)
29                         queue_free()

```

door.gd

```

1 extends StaticBody2D
2
3 @export var change_scene: bool
4 @export var scene_path: String
5 @export var key_path: String
6 @export var locked: bool
7 @export var level: int
8
9 func _input(event: InputEvent) -> void:
10     if event.is_action_pressed("interact"): # Check pressed button
11         for x in $Area2D.get_overlapping_bodies():
12             if x.name == "Player": # Check the player is within range
13                 if not(locked) or Inventory.remove_item(key_path,1) is bool: #
14                     Check if the player has the key and removes it if the door
15                     isn't locked
16                     if change_scene:
17                         if Database.get_save_data()[0]["level"] < level:
18                             Database.set_level_value(level)
19                             get_tree().change_scene_to_file(scene_path) #
20                                 Change Scene
21                         else:
22                             queue_free()

```

### 7.2.5 menu

login\_form.gd

```

1 extends Node2D
2
3
4

```

```

5 func _on_sign_in_button_pressed() -> void:
6     #Gets Inputs
7     var username = $Input/UsernameInput.text
8     var password = $Input>PasswordInput.text
9     #Tries to login and handles errors
10    var success = Database.login(username, password)
11    if not (success is bool and success == true):
12        if success == "InvalidUsernameError":
13            $Labels/ErrorLabel.text = "Invalid Username"
14        elif success == "IncorrectPasswordError":
15            $Labels/ErrorLabel.text = "Incorrect Password"
16        else: #Changes to save menu if successful
17            get_tree().change_scene_to_file("res://scenes/menu/save_menu.ts scn")
18
19 #Changes scene to reset password form
20 func _on_forgot_password_button_pressed() -> void:
21     get_tree().change_scene_to_file("res://scenes/menu/reset_password_form.ts scn")
22
23 #Changes scene to create account form
24 func _on_create_account_button_pressed() -> void:
25     get_tree().change_scene_to_file("res://scenes/menu/create_account_form.ts scn")
26
27 #Quits
28 func _on_quit_button_pressed() -> void:
29     Global.quit()

create_account_form.gd
```

```

1 extends Node2D
2
3
4
5
6 func _on_sign_up_button_pressed() -> void:
7     #Get inputs
8     var username = $Input/UsernameInput.text
9     var password = $Input>PasswordInput.text
10    var answer = $Input/QuestionInput.text
11    #Add's user if the passwords match checking for errors
12    if $Input/PasswordInput.text == $Input/ConfirmPasswordInput.text:
13        var success = Database.add_user(username, password, answer)
14        if not (typeof(success) == TYPE_BOOL and success == true):
15            if success == "InvalidUsernameError":
16                $Labels/ErrorLabel.text = "Invalid Username"
17            else:
18                #Changes scene if user added
19                get_tree().change_scene_to_file("res://scenes/menu/login_form.ts scn")
20        else:
21            $Labels/ErrorLabel.text = "Passwords Don't Match"

23 #Changes scene
24 func _on_cancel_button_pressed() -> void:
25     get_tree().change_scene_to_file("res://scenes/menu/login_form.ts scn")

reset_password_form.gd
```

```

1 extends Node2D
2
3
4
5
6
7 func _on_reset_button_pressed() -> void:
8     var username = $Input/UsernameInput.text
9     var answer = $Input/QuestionInput.text
10    var password = $Input>PasswordInput.text
11    var confirm_password = $Input/ConfirmPasswordInput.text
12    if password == confirm_password:
13        var success = Database.reset_password(username, answer, password)
14        if not (typeof(success) == TYPE_BOOL and success == true):
15            if success == "InvalidUsernameError":
16                $Labels/ErrorLabel.text = "Invalid Username"
17            elif success == "IncorrectAnswerError":
18                $Labels/ErrorLabel.text = "Incorrect Answer"
19            else:
20                get_tree().change_scene_to_file("res://scenes/menu/login_form.ts scn")
21        else:
```

7.3 src

database.gd

```
1 extends Node
2
3 var db = SQLite.new()
4 var current_user_id: int
5 var current_save_id: int
6
7 #region Prepared Statements
8
9 var _create_table_users = """
10 CREATE TABLE IF NOT EXISTS users (
11     user_id INTEGER PRIMARY KEY AUTOINCREMENT,
12     username VARCHAR(15) UNIQUE NOT NULL,
13     password VARCHAR(64) NOT NULL,
14     salt VARCHAR(64) NOT NULL,
15     answer VARCHAR(64) NOT NULL
16 );
```

```
17 """
18
19 var _get_user_data = """
20 SELECT * FROM users
21 WHERE username = ?;
22 """
23
24 var _add_new_user = """
25 --Assume hashed password and answer
26 INSERT INTO
27 users(username,password,answer,salt)
28 VALUES (?,?,?,?,?);
29 """
30
31 var _delete_user = """
32 DELETE FROM users
33 WHERE username = ?;
34 """
35
36 var _reset_password = """
37 --Assume hashed password and answer
38 UPDATE users
39 SET password = ?
40 WHERE username = ?
41 """
42
43 var _create_table_save_data = """
44 CREATE TABLE IF NOT EXISTS save_data (
45 save_id INTEGER PRIMARY KEY AUTOINCREMENT,
46 user_id INTEGER,
47 name VARCHAR(32),
48 difficulty INTEGER,
49 hardcore INTEGER,
50 level INTEGER,
51 head VARCHAR(32),
52 chest VARCHAR(32),
53 legs VARCHAR(32),
54 weapon VARCHAR(32),
55 charm_1 VARCHAR(32),
56 charm_2 VARCHAR(32),
57 FOREIGN KEY(user_id) REFERENCES users(user_id) ON DELETE CASCADE
58 );
59 """
60
61 var _add_new_save_data = """
62 INSERT INTO
63 save_data(user_id,name,difficulty,hardcore,level)
64 VALUES (?,?,?,?,?);
65 """
66
67 var _get_save_data = """
68 SELECT * FROM save_data
69 WHERE save_id = ?;
70 """
71
72 var _get_user_save_data = """
73 SELECT name, level, hardcore, save_id, difficulty FROM save_data
74 WHERE user_id = ?;
75 """
76
77 var _update_save_data = """
78 UPDATE save_data
79 SET
80 head = ?,
81 chest = ?,
82 legs = ?,
83 weapon = ?
84 charm_1 = ?,
85 charm_2 = ?,
86 level = ?
87 WHERE
88 user_id = ?
89 AND save_id = ?;
90 """
91
92 var _create_table_stored_items = """
93 CREATE TABLE IF NOT EXISTS stored_items (
94 item_id INTEGER NOT NULL,
```

```
95 save_id INTEGER NOT NULL,
96 amount INTEGER NOT NULL,
97 PRIMARY KEY(item_id,save_id),
98 FOREIGN KEY(save_id) REFERENCES save_data(save_id) ON DELETE CASCADE
99 );
100 """
101
102 var _update_stored_item_amount = """
103 UPDATE stored_items
104 SET amount = amount + ?
105 WHERE item_id = ?
106 AND save_id = ?;
107 """
108
109 var _get_stored_items = """
110 SELECT * FROM stored_items
111 WHERE save_id = ?;
112 """
113
114 var _get_stored_item_amount = """
115 SELECT amount FROM stored_items
116 WHERE save_id = ?
117 AND item_id = ?;
118 """
119
120 var _add_stored_item = """
121 INSERT INTO
122 stored_items(save_id,item_id,amount)
123 VALUES (?,?,?);
124 """
125
126 var _count_stored_items = """
127 SELECT COUNT(*)
128 FROM stored_items
129 WHERE save_id = ?;
130 """
131
132 var _remove_stored_item = """
133 DELETE FROM stored_items
134 WHERE save_id = ?
135 AND item_id = ?;
136 """
137
138 var _get_slot_values = """
139 SELECT * FROM save_data
140 WHERE save_id = ?;
141 """
142
143 var _set_level_value = """
144 UPDATE save_data
145 SET level = ?
146 WHERE save_id = ?;
147 """
148
149 var _set_head_value = """
150 UPDATE save_data
151 SET head = ?
152 WHERE save_id = ?;
153 """
154
155 var _set_chest_value = """
156 UPDATE save_data
157 SET chest = ?
158 WHERE save_id = ?;
159 """
160
161 var _set_legs_value = """
162 UPDATE save_data
163 SET legs = ?
164 WHERE save_id = ?;
165 """
166
167 var _set_weapon_value = """
168 UPDATE save_data
169 SET weapon = ?
170 WHERE save_id = ?;
171 """
172
```

```

173 var _set_charm_1_value = """
174 UPDATE save_data
175 SET charm_1 = ?
176 WHERE save_id = ?;
177 """
178
179 var _set_charm_2_value = """
180 UPDATE save_data
181 SET charm_2 = ?
182 WHERE save_id = ?;
183 """
184
185
186 #endregion
187
188
189
190 #test
191 func test() -> void:
192
193     #Open or Create a database
194     db.path = "res://game_data.db"
195     db.open_db()
196     db.drop_table("users")
197     if not db.query(_create_table_users):
198         print("Error: users table unable to be created")
199         return
200
201
202
203     if db.query_with_bindings(_add_new_user,["user","pass","ans","salt"]):
204         print("success")
205
206     db.query_with_bindings(_get_user_data,["user"])
207     print(db.query_result)
208     db.close_db()
209
210 #Function for generating salt
211 func gen_salt() -> String:
212     var salt = "string"
213     var x = randi_range(5,10)
214     #Hashing a random amount of times with random salt each time
215     for i in range(2**x):
216         salt = j_hash(salt,str(i*randi_range(1,10)))
217     return salt
218
219 #Function for hashing a password or challenge answer
220 func j_hash(string, salt):
221     var hashedString = string
222     #Repeating a consistent but unpredictable amount of times
223     #On even rounds the password is sandwiched on odd rounds the salt is sandwiched
224     #Alternating the use of sha256 and md5 but making sure to end on sha256 so the hash is a
225     #predictable length.
226     for x in range(1,6*len(string)+1):
227         if x % 2 == 0:
228             hashedString = (salt.substr(x,hashedString.length()-x)+hashedString+salt.
229                             substr(0,x)).md5_text().sha256_text()
230         else:
231             hashedString = (hashedString.substr(0,x)+salt+hashedString.substr(x,
232                             hashedString.length()-x)).sha256_text().md5_text()
233     return hashedString
234
235 #Function for creating a user
236 func add_user(username, password, answer):
237     var salt = gen_salt() #Generating new salt
238     var hashedPassword = j_hash(password, salt)
239     var hashedAnswer = j_hash(answer, salt)
240     if not db.query_with_bindings(_add_new_user,[username,hashedPassword,hashedAnswer,salt]):
241         #Tries to add user with hashed password and answer
242         return "InvalidUsernameError" #If user cannot be added then the username must be
243         invalid
244     return true
245 #Function for deleting a user
246 func delete_user(username, password):
247     db.query_with_bindings(_get_user_data,[username])
248     if len(db.query_result) == 0: # If user doesnt exist
249         return "InvalidUsernameError"
250     var user_data = db.query_result[0]

```

```
246     var hashed_password = j_hash(password, user_data["salt"])
247     if hashed_password == user_data["password"]: # Checking password hash against stored hash
248         db.query_with_bindings(_delete_user, [username]) # Deleting User
249         return true
250     return "IncorrectPasswordError" # If password doesnt match
251 #Function for logging in
252 func login(username, password):
253     db.query_with_bindings(_get_user_data, [username]) # Getting user data
254     if len(db.query_result) == 0: # If user doesnt exist
255         return "InvalidUsernameError"
256     var user_data = db.query_result[0]
257     var hashed_password = j_hash(password, user_data["salt"])
258     if hashed_password == user_data["password"]: # Checking password hash against stored hash
259         current_user_id = user_data["user_id"]
260         return true
261     return "IncorrectPasswordError" # If password doesnt match
262 #Function for resetting the password
263 func reset_password(username, answer, password):
264     db.query_with_bindings(_get_user_data, [username]) # Getting user data
265     if len(db.query_result) == 0: # If user doesnt exist
266         return "InvalidUsernameError"
267     var user_data = db.query_result[0]
268     var hashed_answer = j_hash(answer, user_data["salt"])
269     var hashed_password = j_hash(password, user_data["salt"])
270     if hashed_answer == user_data["answer"]: # Checking the answer hash against the stored
271         hash
272         db.query_with_bindings(_reset_password, [hashed_password, username])
273         return true
274     return "IncorrectAnswerError" # If answer doesnt match
275 #Function for counting the stored_items in the save
276 func count_stored_items():
277     db.query_with_bindings(_count_stored_items, [current_save_id])
278     return db.query_result[0]["COUNT(*)"]
279 #Function for getting the stored items in the save
280 func get_stored_items():
281     db.query_with_bindings(_get_stored_items, [current_save_id])
282     return db.query_result
283 #Function for getting the amount of a stored item in the save
284 func get_stored_item_amount(item_id):
285     db.query_with_bindings(_get_stored_item_amount, [current_save_id, item_id])
286     return db.query_result
287 #Function for updating the amount of a stored item in the save by adding an amount
288 func update_stored_item_amount(amount, item_id):
289     db.query_with_bindings(_update_stored_item_amount, [amount, item_id, current_save_id])
290     return db.query_result
291 #Function for adding a stored item into the save
292 func add_stored_item(item_id, amount):
293     db.query_with_bindings(_add_stored_item, [current_save_id, item_id, amount])
294     return db.query_result
295 #Function for removing a stored item from the save
296 func remove_stored_item(item_id):
297     db.query_with_bindings(_remove_stored_item, [current_save_id, item_id])
298     return db.query_result
299 #Function for getting a slot value from the save
300 func get_slot_value(slot):
301     db.query_with_bindings(_get_slot_values, [current_save_id])
302     if len(db.query_result) == 0:
303         return null
304     return db.query_result[0][slot]
305 #Function for setting a slot value in the save
306 func set_slot_value(slot, item_id):
307     match slot:
308         "head":
309             db.query_with_bindings(_set_head_value, [item_id, current_save_id])
310         "chest":
311             db.query_with_bindings(_set_chest_value, [item_id, current_save_id])
312         "legs":
313             db.query_with_bindings(_set_legs_value, [item_id, current_save_id])
314         "weapon":
315             db.query_with_bindings(_set_weapon_value, [item_id, current_save_id])
316         "charm_1":
317             db.query_with_bindings(_set_charm_1_value, [item_id, current_save_id])
318         "charm_2":
319             db.query_with_bindings(_set_charm_2_value, [item_id, current_save_id])
320     return db.query_result
321 #Function for setting the level value
322 func set_level_value(n):
323     db.query_with_bindings(_set_level_value, [n])
```

```

323         return db.query_result
324     #Function for getting the save data entries for the current user
325     func get_user_save_data():
326         db.query_with_bindings(_get_user_save_data,[current_user_id])
327         print(db.query_result)
328         return db.query_result
329     func get_save_data():
330         db.query_with_bindings(_get_save_data,[current_save_id])
331         return db.query_result
332     #Function to add a new save file for the current user
333     func add_new_save_data(name, difficulty, hardcore):
334         db.query_with_bindings(_add_new_save_data,[current_user_id, name, difficulty, hardcore,
335             1])
336         return db.query_result
337
338
339
340     #Function for setting up the database
341     func setup(path):
342         db.path = path
343         db.open_db()
344         #Creating Tables if they do not exist
345         if not db.query(_create_table_users):
346             print("Error: users table unable to be created")
347             return
348
349         if not db.query(_create_table_save_data):
350             print("Error: save_data table unable to be created")
351             return
352
353         if not db.query(_create_table_stored_items):
354             print("Error: stored_items table unable to be created")
355             return
356
357         db.query("PRAGMA foreign_keys = ON;") # Activates foreign key
358
359     func _ready() -> void:
360         setup("res://game_data.db")
361
362
363     func _exit_tree() -> void:
364         db.close_db()

```

**inventory.gd**

```

1  extends Node
2
3  var max_inventory_size = 100
4
5
6  func item_amount(item_id: String):
7      var query = Database.get_stored_item_amount(item_id)
8      if len(query) == 0:
9          return 0
10     return query[0]["amount"]
11
12
13
14  func add_item (item_id, amount):
15      if amount == 0:
16          return true
17      var item = load(item_id) # Loads the item
18      if Database.count_stored_items() >= max_inventory_size and not(item.stackable and
19          item_amount(item_id) != 0): # Full Inventory
20          return "FullInventoryError"
21      else :
22          # Checks if you can stack the item and either adds a new entry or stacks it
23          if item_amount(item_id) != 0 and item.stackable: # If the item is in the database
24              Database.update_stored_item_amount(amount, item_id)
25          else:
26              Database.add_stored_item(item_id, 1)
27              add_item(item_id,amount-1)
28
29
30  func remove_item(item_id, amount):
31      var amount_stored = item_amount(item_id)

```

```

32     if amount_stored != 0: # If the item is in the database
33         if amount_stored < amount: # Not enough items
34             return "ItemQuantityError"
35         elif amount_stored == amount: # Exactly enough items
36             Database.remove_stored_item(item_id)
37         else :
38             Database.update_stored_item_amount(-amount, item_id) # Removes the
39             # amount of that item
40         return true # Indicates that it was successful
41     return "ItemQuantityError"
42
43 func unequip_item(slot):
44     # Gets the slot value
45     var value = Database.get_slot_value(slot)
46     # Checks if there is an item to unequip
47     if value != null:
48         var success = add_item(value, 1)
49         if (not(success is bool) and success == "FullInventoryError"): # Adds the item
50             # back to the stored_items/checks if the inventory is full
51             return "FullInventoryError"
52         Database.set_slot_value(slot, null) # Sets the slot back to null
53         return true
54     return true # If there is no item to unequip we have succeeded
55
56 func equip_item(item_id):
57     var slot: String
58     var item = load(item_id) # Loads the item
59     # Checks if the item is Equipable and in the inventory
60     if not(item is Equipable) and item_amount(item_id) >= 1:
61         return false
62     # Gets the slot to equip it into
63     if item is Armour:
64         slot = item.body_part
65     elif item is Weapon:
66         slot = "weapon"
67     else:
68         if Database.get_slot_value("charm_1") == null:
69             slot = "charm_1"
70         else:
71             slot = "charm_2"
72     remove_item(item_id,1)
73     var success = unequip_item(slot) # Checks the success of unequipping the item
74     if not(success is bool) and success == "FullInventoryError":
75         add_item(item_id,1)
76         return "FullInventoryError"
77     Database.set_slot_value(slot, item_id) # Equips the item
78     return true

```

global.gd

```

1 extends Node
2 var difficulty: int = 1
3 var current_level: int = 1
4
5 func await_call(n:int,f:Callable):
6     await get_tree().create_timer(n).timeout
7     f.call(1)
8
9 func quit():
10     get_tree().quit()

```

## 7.4 utils

dummy.gd

```

1 extends StaticBody2D
2 var damage_taken = 0
3
4 func _ready() -> void:
5     add_to_group("enemies")
6
7 func take_damage(damage, damage_type):
8     print("AAAAAAAAAAAAA")

```

```

9     print(damage)
10    print(damage_type)
11    damage_taken -= damage
12    print(damage_taken)

test.gd

1 extends Node2D
2
3
4 var db = preload("res://src/database.gd").new()
5
6 func _ready() -> void:
7     if Engine.is_editor_hint():
8         print("yay")
9     print(Engine.get_singleton_list())
10    var path = "res://utils/test.db"
11    var dir = DirAccess.open("res://utils")
12
13    if dir.file_exists("test.db"):
14        var err = dir.remove("test.db")
15
16    db.setup(path)
17    test_database()
18    db.db.close_db()
19    test_inventory()
20    Database.db.close_db()

21
22 func test_database():
23     #Criteria 6.
24     print("6.1:")
25     print((len(db.gen_salt()) == 64) and (db.gen_salt() != db.gen_salt())) # Test 6.1.1
26     print(len(db.j_hash("password", "salt")) == 64) # Test 6.1.2
27     print(db.j_hash("password", "salt") == db.j_hash("password", "salt")) # Test 6.1.3
28     print(db.j_hash("password", "salt") != db.j_hash("Password", "salt")) # Test 6.1.4

29
30     print("6.3")
31     print(db.add_user("Hyrule", "Password", "Answer")) # Test 6.3.1
32     print(db.add_user("Hyrule", "Password", "Answer") == "InvalidUsernameError") # Test 6.3.2

33
34     print("6.7,6.8,6.10")
35     print(db.login("Hyrule", "Password") == "InvalidUsernameError") # Test 6.7.1
36     print(db.login("Hyrule", "Password")) # Test 6.7.2
37     print(db.reset_password("Hyrule", "Answer", "password") == "InvalidUsernameError") # Test
38         6.8.1
39     print(db.reset_password("Hyrule", "answer", "password") == "IncorrectAnswerError") # Test
40         6.8.2
41     print(db.reset_password("Hyrule", "Answer", "password")) # Test 6.8.3
42     print(db.login("Hyrule", "Password") == "IncorrectPasswordError") # Test 6.7.3

43
44     print(db.delete_user("Hyrule", "Password") == "IncorrectPasswordError") # Test 6.10.1
45     print(db.delete_user("Hyrule", "password")) # Test 6.10.2
46     print(db.reset_password("Hyrule", "Answer", "password") == "InvalidUsernameError") # Test
47         6.7.4

48
49 func test_inventory():
50     Database.add_user("test", "password", "answer")
51     Database.login("test", "password")
52     Database.add_new_save_data(1,true)
53     Database.current_save_id = Database.get_user_save_data()[0]["save_id"]
54     Inventory.max_inventory_size = 1
55     #Criteria 12
56     print(Inventory.add_item("res://utils/test_item.tres", 2)) # Test 12.5.1
57     print(Inventory.item_amount("res://utils/test_item.tres") == 2)
58     print(Inventory.add_item("res://utils/test_item.tres", 3)) # Test 12.5.2
59     print(Inventory.add_item("res://utils/test_weapon.tres", 1) == "FullInventoryError") #
60         Test 12.5.3
61     print(Inventory.item_amount("res://utils/test_item.tres") == 5)
62     print(Inventory.remove_item("res://utils/test_item.tres",2)) # Test 12.5.4
63     print(Inventory.item_amount("res://utils/test_item.tres") == 3)
64     print(Inventory.remove_item("res://utils/test_item.tres",10) == "ItemQuantityError") #
65         Test 12.5.5
66     print(Inventory.remove_item("res://utils/test_item.tres",3)) # Test 12.5.6
67     print(Inventory.item_amount("res://utils/test_item.tres") == 0)
68     print(Inventory.remove_item("res://utils/test_item.tres",2) == "ItemQuantityError") #
69         Test 12.5.7
70     print(Inventory.unequip_item("head")) # Test 12.4.1

```

```
66     Inventory.add_item("res://utils/test_helmet.tres",1) #Test 12.4.2
67     print(Inventory.equip_item("res://utils/test_helmet.tres"))
68     print(Database.get_slot_value("head") == "res://utils/test_helmet.tres")
69     print(Inventory.item_amount("res://utils/test_helmet.tres") == 0)
70     Inventory.add_item("res://utils/test_helmet2.tres",1) # Test 12.4.3
71     print(Inventory.equip_item("res://utils/test_helmet2.tres"))
72     print(Inventory.item_amount("res://utils/test_helmet2.tres") == 1)
73     print(Inventory.unequip_item("head") == "FullInventoryError") # Test 12.4.4
74     Inventory.remove_item("res://utils/test_helmet.tres",1) # Test 12.4.5
75     print(Inventory.unequip_item("head"))
76
77
78     Database.delete_user("test", "password")
```