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. Additionaly alot 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 alot 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 where 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 Stylianos	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$_{(1)}$. 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 reccuring theme/difficulty which allows for lots of replay oppurtunity. This would be an appropiate way for me to fix the replayabilty 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(2). 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(3), 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(4).

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 rouguelike genre it can often appear complex and offputting to newer players who dont 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 aswell as aiming to forgo some of the games more complex or challenging mechanics such as permadeath in order to create a more accessible game.

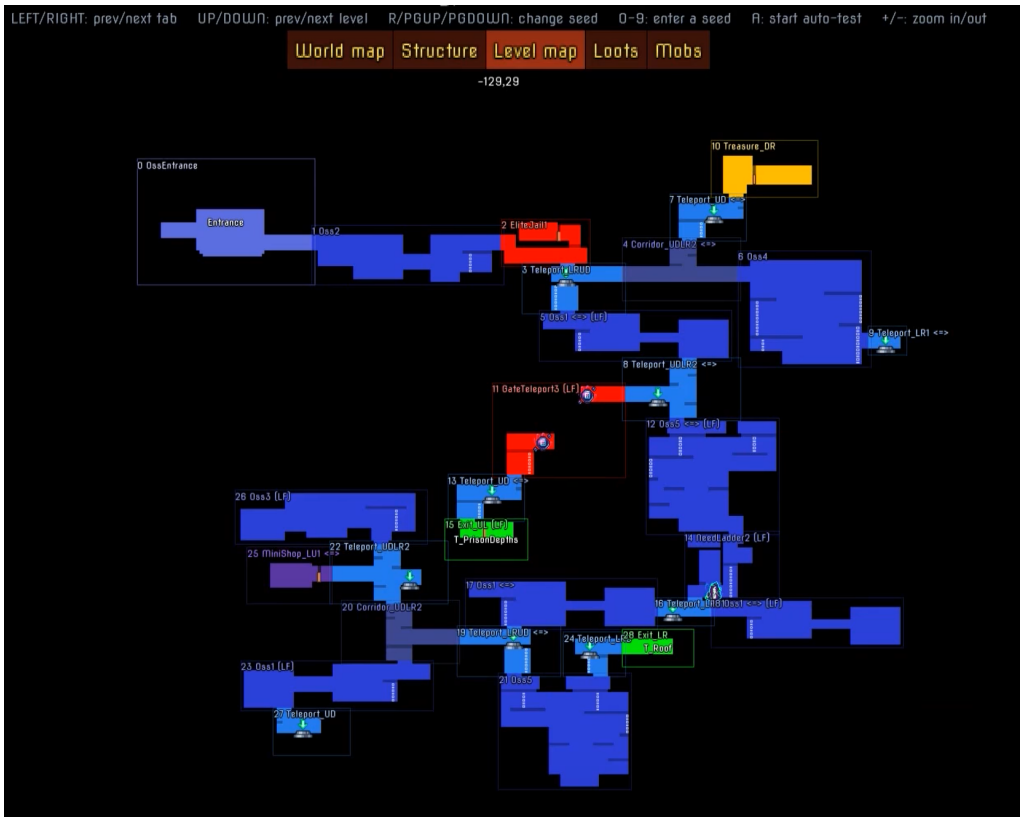

Figure 2: Dead Cells Level Generation Example

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[(5)]. 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 games size and allows for alot of replayabilty, 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 aswell as its approach to tutorials in order to make the learning curve steeper. Ontop 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 aswell as the focus less on dungeon crawling as I believe these would be unnecesary 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. Ontop 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 https://www.itch.io.
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 sheild 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 Exisiting 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 posses 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 wasy 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 alot 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 aswell 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 seperate 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 challening 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 Seperate 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 recieve 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 enemies 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 ($1 \leq chars < 15$) 6.5 Input Sanitisation (Removing any escape chars for SQL before sending the command) 6.6 Ability to log in with an exisiting 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. Preventation 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-friendy menu displaying skills and prerequesites. Seperate 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	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.)	Each level generated meets specific preconditions. Different Room sections are designed to be peiced together dynamically. An algorithm places room sections together to form a level layout. Generated levels are fully playable and contain all rooms needed.
11	Hidden Areas	11.1 Add mechanics to get into the secret rooms (breakable walls, climbing vines, keys, etc.) 11.1.1 Add a hammer to break walls with 11.1.2 Add climbing gloves which you need in order to climb vines 11.2 Add secret Boss and Treasure rooms for behind these obstacles.	Players can access secret rooms using specific methods. A hammer item allows players to break walls. Players need climbing gloves to scale vines. Secret areas contain unique bosses or loot.
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	A clear and intuitive menu for managing items. Players can store extra weapons and items to be saved in their inventory. E Key - Open Inventory UI. Players can swap weapons/armour. Players can remove items from their inventory. Inventory state persists even when game closes.
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.	A clear and accessible menu with buttons for different settings. Players can adjust the volume of each source of noise in the game. Allow users to adjust colour intensity along with accessibility needs.
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 seperate save state to the normal game. 14.3.1 roguelike features (permadeath, resource management, etc) 14.4 SQL table to store different saves	A difficulty slider in the save menu. The game adjusts difficulty by increasing enemy health and damage and increasing the number of enemies. A hardcore mode with permadeath that can be toggled in the save creation menu. Saves persist even when game closes.

1.8 Computational Methods

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

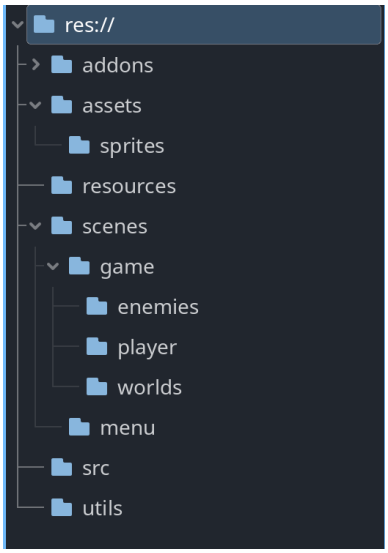

Figure 4: Folder Structure

I chose this folder structure as it will allow me to clearly define where all the different parts of the game are aswell 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 I 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	YAMLParser
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

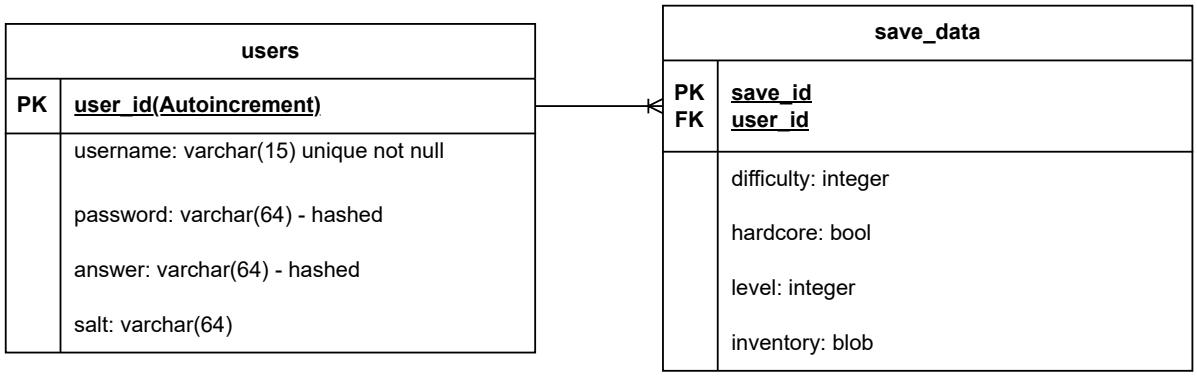

Figure 5: Database Design

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 seperate 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 aswell 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.

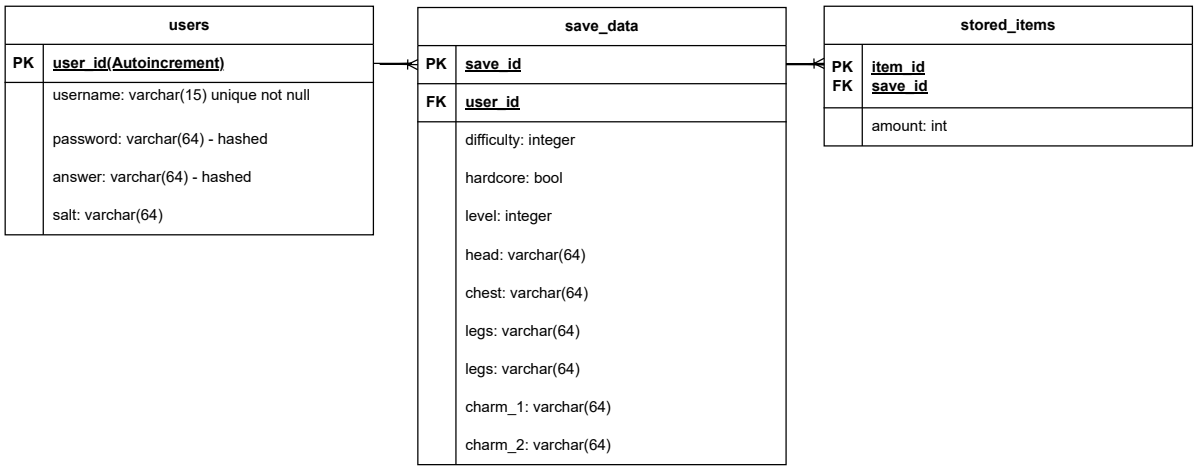

Figure 6: Database Design

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	SQL is case insensitive so with CamelCase it cann't tell the difference between undervalue and underValue
Fields	Singular snake_case	inventory_content, username	
Keys	singular snake_case_table_id	user_id, save_data_id	

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.	`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`
		`);`

get_user_data	Returns the user data assuming it exists. If it doesnt it will return null.	`SELECT * FROM users` `WHERE username = ?;`

add_new_user	Inserts a new user into users with username, password, challenge question answer and salt	`--Assume hashed password and answer`
		`INSERT INTO`
		`users(username,password,answer,salt)`
		`VALUES (?,?,?,?);`

reset_password	Changes a users password	`--Assume hashed password and answer`
		`UPDATE TABLE users`
		`SET password = ?`
		`WHERE username = ?`

create_table_save_data	Create's a table for save_data if it does not exist.	`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)`
		`);`

add_new_save_data	Adds new save data for a user.	`INSERT INTO`
		`save_data(user_id,difficulty,hardcore,level)`
		`VALUES (?,?,?,?);`

get_save_data	Get's the save data with a specific user_id and save_id	`SELECT * FROM save_data`
		`WHERE user_id = ?`
		`AND save_id = ?;`

get_user_save_data	Get's the save data for all entries with a specific user_id	`SELECT level, hardcore FROM save_data` `WHERE user_id = ?;`

update_save_data	Update's the save data with the new data.	`UPDATE save_data`
		`SET`
		`  head = ?,`
		`  chest = ?,`
		`  legs = ?,`
		`  weapon = ?,`
		`  charm_1 = ?,`
		`  charm_2 = ?,`
		`  level = ?`
		`WHERE`
		`  user_id = ?`
		`AND save_id = ?;`

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 doesnt exist
        return "InvalidUsernameError"
    if hash(password) == query_result["password"]: #Checking password hash against stored hash
        return True
    return "IncorrectPasswordError" #If password doesnt 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()	”Hyru1e”, ”Password”	”InvalidUsernameError”
6.6.2	login()	”Hyrule”, ”Password”	True
6.7.1	reset_password()	”Hyru1e”, ”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

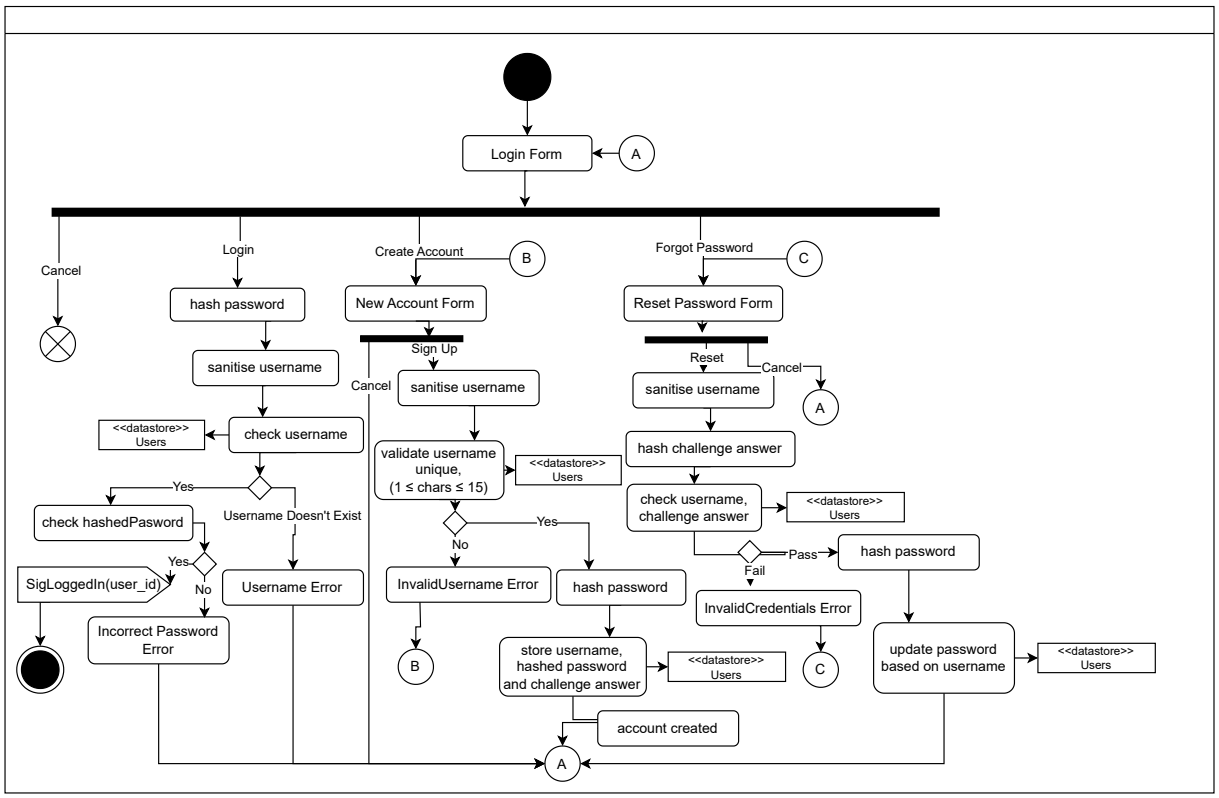

Figure 7: Activity Diagram for login forms

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 unpredicatble amount of times
    #On even rounds the password is sandwidged on odd rounds the salt is sandwidged
    #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

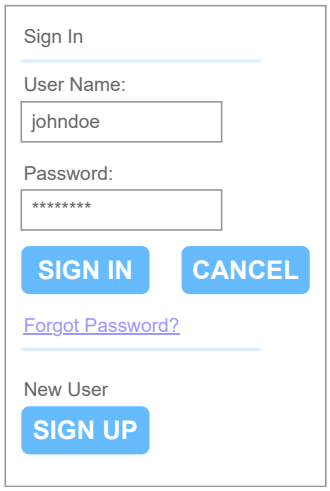

Figure 8: Login Form

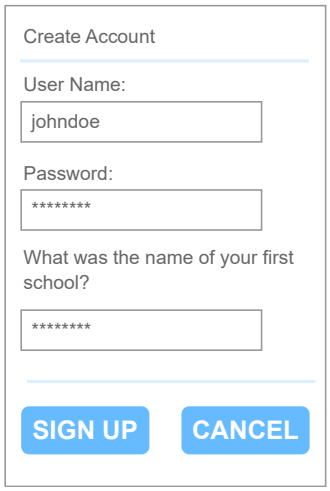

Figure 9: New Account Form

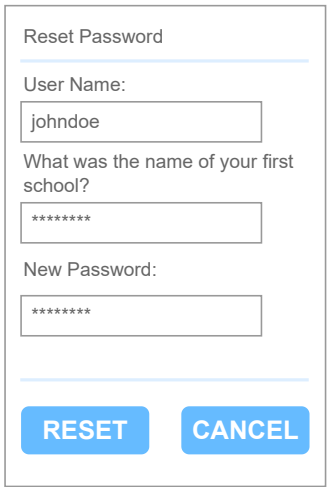

Figure 10: Reset Password Form

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

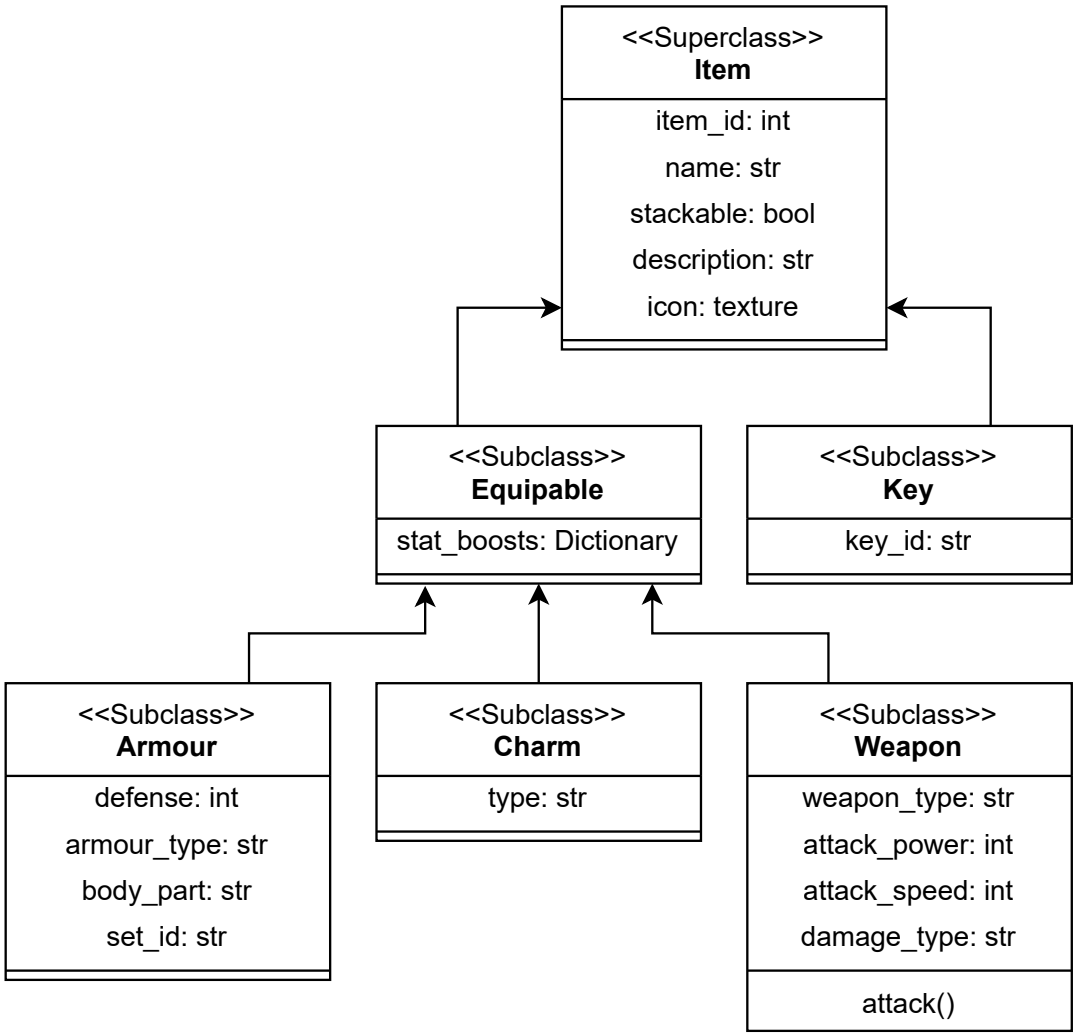

Figure 11: Player Class Diagram

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/playe
```

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)\
    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 ammount 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 isnt 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 isnt 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

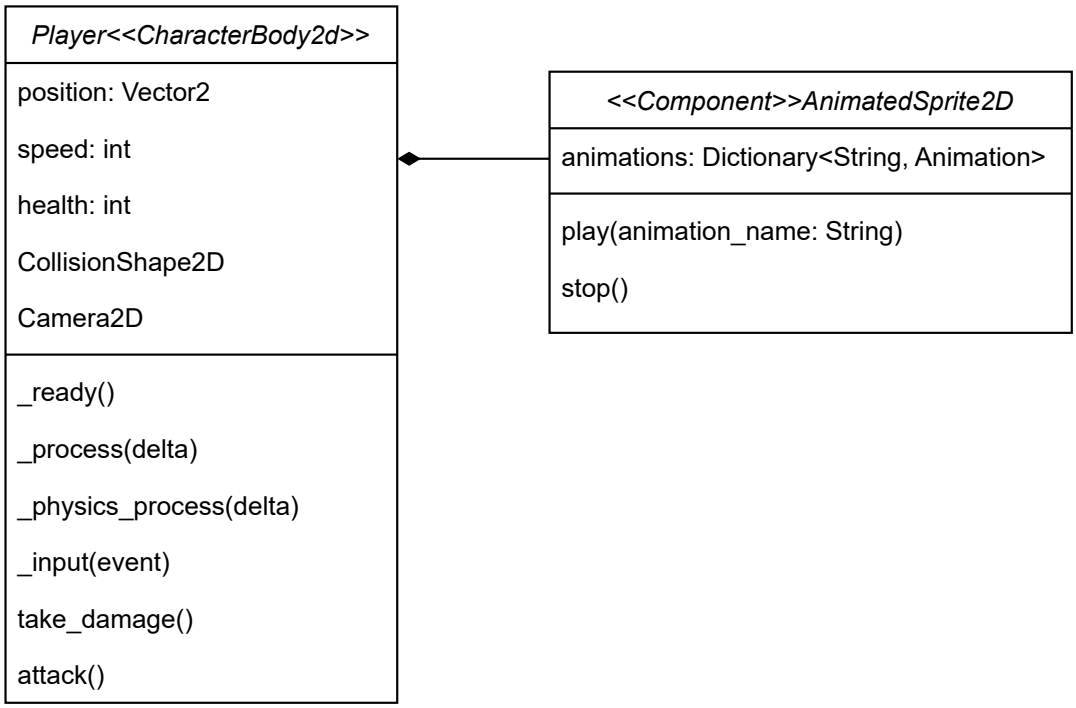

Figure 12: Player Class Diagram

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 infront of the door. If the player is infront of the door and if the I key is pressed the door will either dissappear 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 wether it just dissappears 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 dissappear.

```
@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 they 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() #Dissappear
```

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 dissappear 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 dissappear 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(6) 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 tileset 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}\
                                            nDamage Type: {damage_type}\n Description:
                                            {description}"
```

Armour:

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

Charm:

```
def display_string():
    return f"Charm\nName: {rescource_name}\nType: {charm_type}\n Description: {description}"
```

Key:

```
def display_string():
    return f"Key\nName: {resource_name}\n Description: {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 exisiting 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$_{(3)}$. This dev log outlines how they use this idea of smaller handmade 'tiles' that can be peiced 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 oppurtunity 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 sandwidged on odd rounds the salt is sandwidged
    #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 doesnt 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("Hyru1e", "Password") == "InvalidUsernameError") # Test 6.7.1
    print(db.login("Hyrule", "Password")) # Test 6.7.2
    print(db.reset_password("Hyru1e", "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()	”Hyru1e”, ”Password”	”InvalidUsernameError”	Success
6.6.2	login()	”Hyrule”, ”Password”	True	Success
6.7.1	reset_password()	”Hyru1e”, ”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 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
        db.query_with_bindings(_delete_user,[username]) # Deleting User
        return true
    return "IncorrectPasswordError" # If password doesnt 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 unnecesary design elements from the mockup forms.

3.2.1 Login Form

Figure 23: Layout

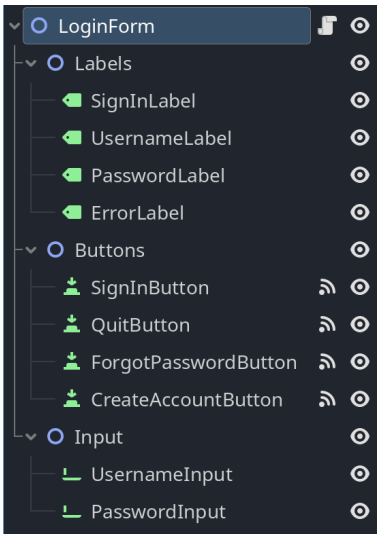

Figure 24: Structure

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 theen it switches the scene to the save_menu scene.

3.2.2 Reset Password Form

Figure 27: Layout

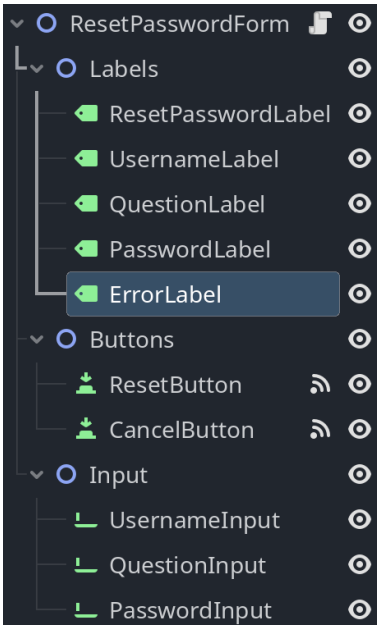

Figure 28: Structure

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

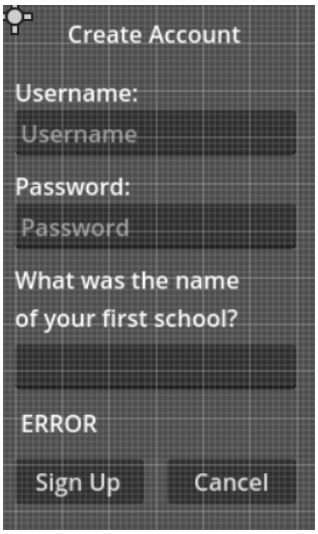

Figure 31: Layout

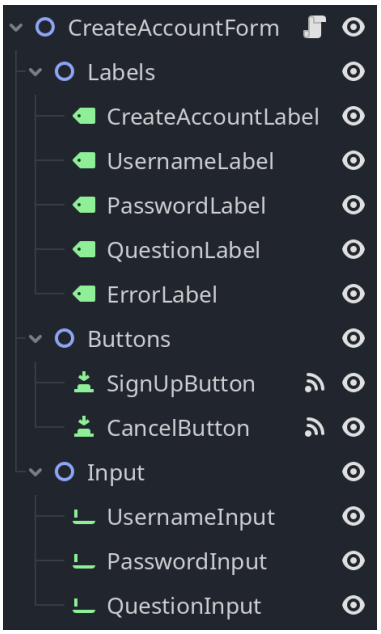

Figure 32: Structure

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_reset_password_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

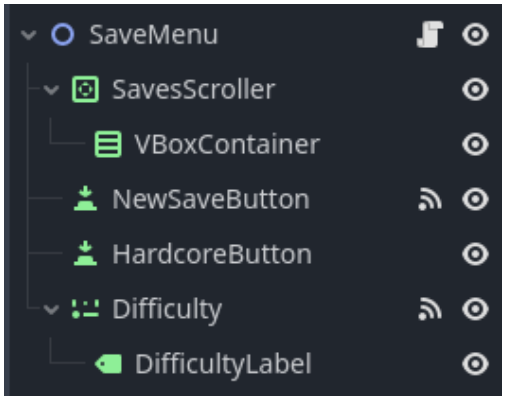

Figure 35: Structure

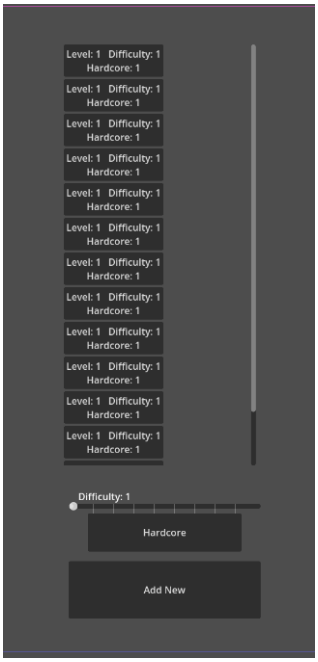

Figure 36: Layout

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 atatched to the Difficulty slider.
The layout is simple with the save list in the center and scrollbar next to it and the add new save 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 aswell as a function linked to the Difficulty slider to update the Difficulty label.

3.4 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.

3.4.1 Folder Structure

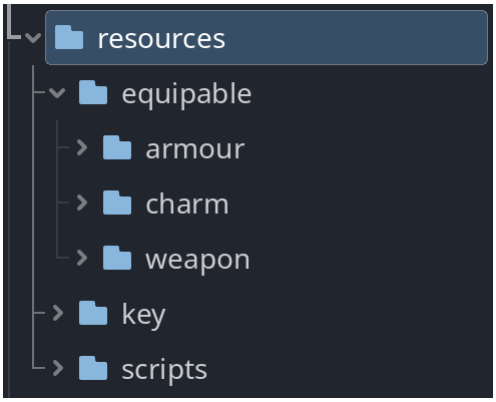

Figure 38: Folder Structure

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

3.4.2 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 39: Item Script

Figure 40: 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.

3.4.3 Equipable

```gdscript
extends Item

class_name Equipable

@export var stat_boosts: Dictionary = {}

func _init():
    stackable = false
```

Figure 41: Equipable Script

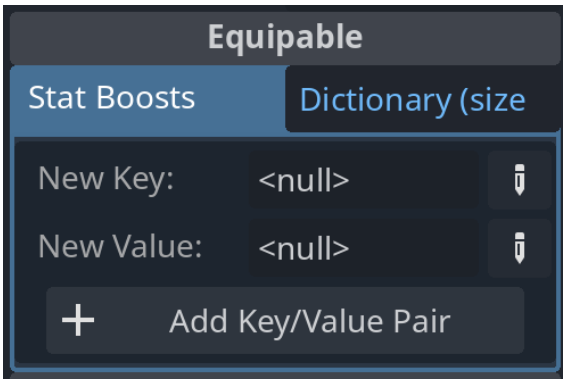

Figure 42: Equipable Exports

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.

3.4.4 Armour

```gdscript
extends Equipable

class_name Armour

@export var defense: int
@export_enum("Light", "Heavy") var armour_type: int
@export_enum("Head", "Chest", "Legs") var body_part: int
@export var set_id: int
```

Figure 43: Armour Script

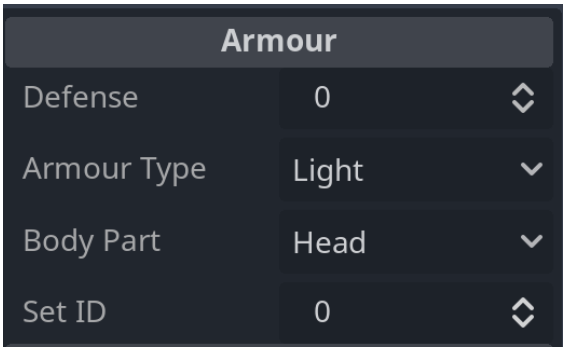

Figure 44: Armour Exports

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.

3.4.5 Charm

```gdscript
extends Equipable

class_name Charm

@export_enum("Ice", "Fire", "Cursed", "Divine","Poison") var charm_type: int
```

Figure 45: Charm Script

Figure 46: 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.

3.4.6 Weapon

```gdscript
extends Equipable

class_name Weapon

@export_enum("Ranged", "Magic", "Melee") var weapon_type: int
@export var attack_power: int
@export var attack_range: int
@export_enum("Ice", "Fire", "Cursed", "Divine","Poison") var damage_type: int
```

Figure 47: Weapon Script

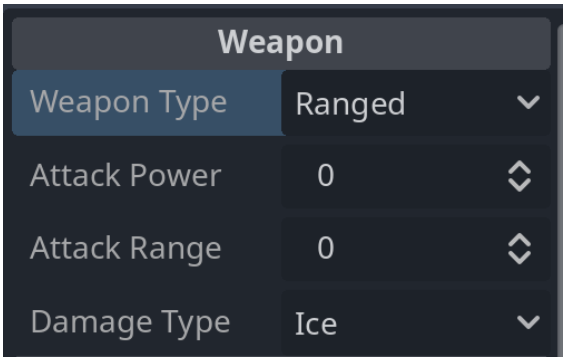

Figure 48: Weapon Exports

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

```gdscript
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 49: 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.

3.4.7 Key

```gdscript
extends "res://resources/scripts/item.gd"

class_name Key

@export var key_id: String
```

Figure 50: Key Script

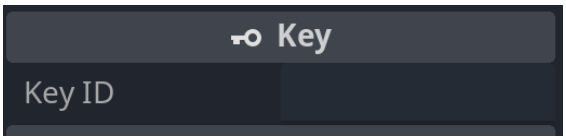

Figure 51: Key Exports

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.

3.4.8 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.

3.5 Inventory Development

I used a seperate 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 dont 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.

3.5.1 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 52: add_item()

The add_item function stayed mostly faithful to the pseudocode except I moved stuff arround for clarity.

3.5.2 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 ammount of that item
        return true # Indicates that it was successful
    return "ItemQuantityError"
```

Figure 53: 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.

3.5.3 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 54: unequip_item()

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

3.5.4 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 55: equip_item()

In the equip item function I decided to simplify the proccess of deciding which charm slot as it was unnecesarily 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.

3.5.5 Testing

```gdscript
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 56: 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 isnt 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 isnt 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 wasnt stackable not if it wasnt stackabled 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 57: 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 58: 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 59: 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 60: 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 isnt 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 isnt 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.

3.6 Hurtbox Development

3.6.1 Layout

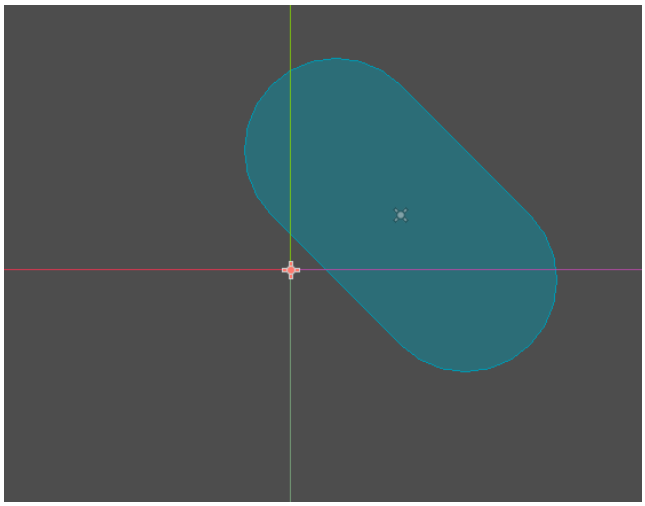

Figure 61: HurtBox Layout

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.

3.6.2 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 62: 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.

3.7 Player Development

3.7.1 Layout and Structure

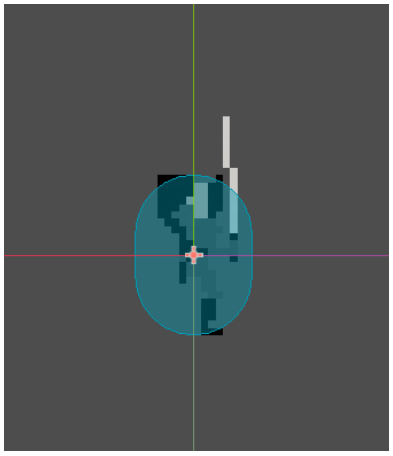

Figure 63: Layout

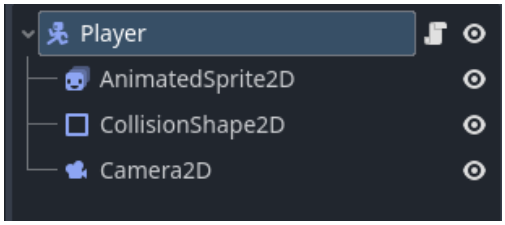

Figure 64: Structure

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.

3.7.2 _physics_proccess(delta):

```gdscript
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
    #Mocing/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 65: _physics_process():

I decided to add an animating flag for use in this script that will be flagged when animations that cannnot 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.

3.7.3 Player Animation

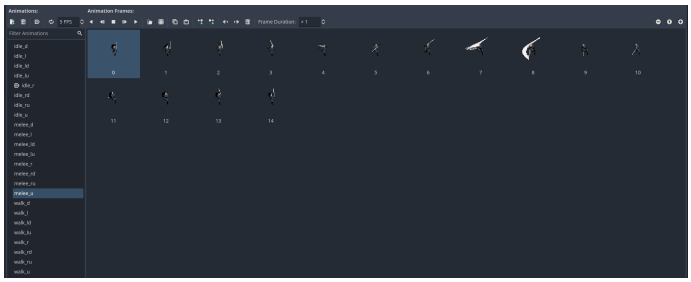

Figure 66: Animations

```gdscript
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 67: get_animation():

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

3.7.4 Player Attack

```gdscript
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 68: 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.

3.8 TileMap Development

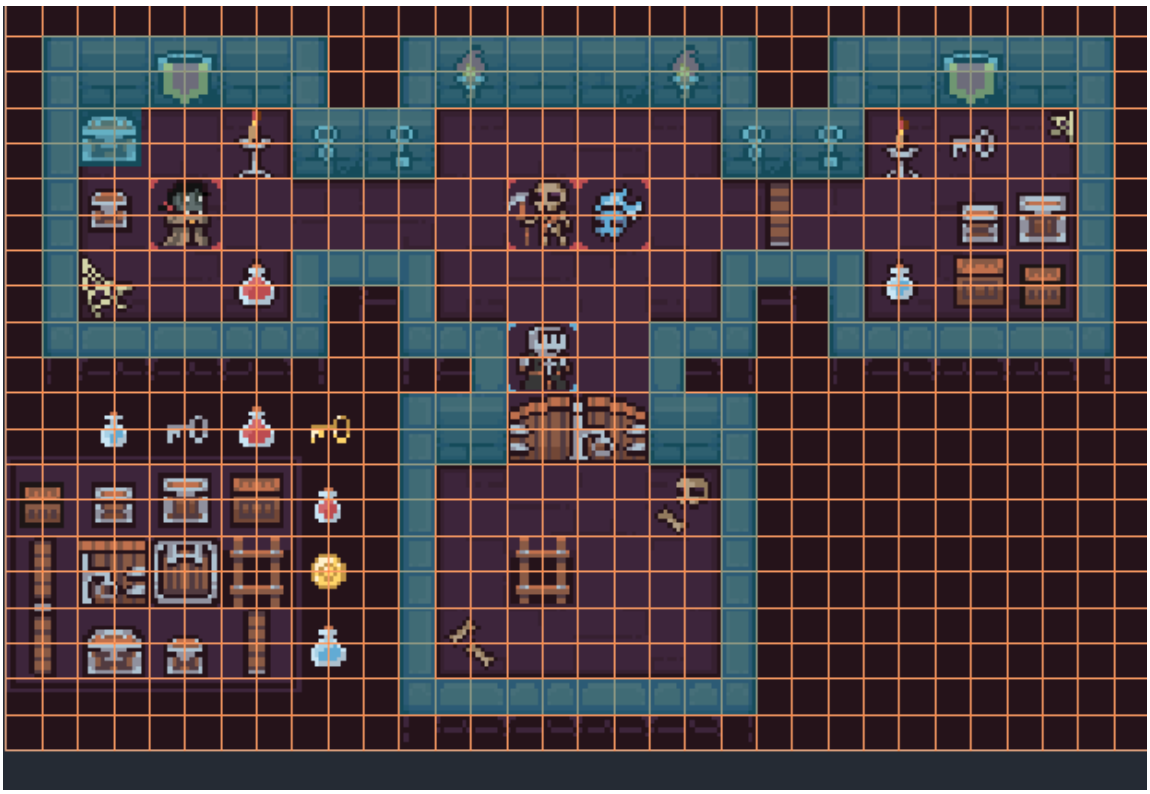

Figure 69: Physics Layer on TileMap

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.

3.9 Dummy Development

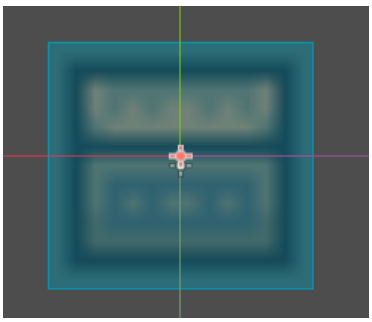

Figure 70: Layout

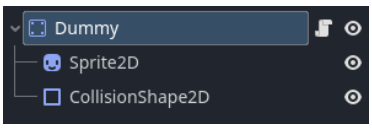

Figure 71: Structure

```
extends StaticBody2D

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

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

Figure 72: 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.

3.10 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 aswell as player movement and

3.10.1 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 73: 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.

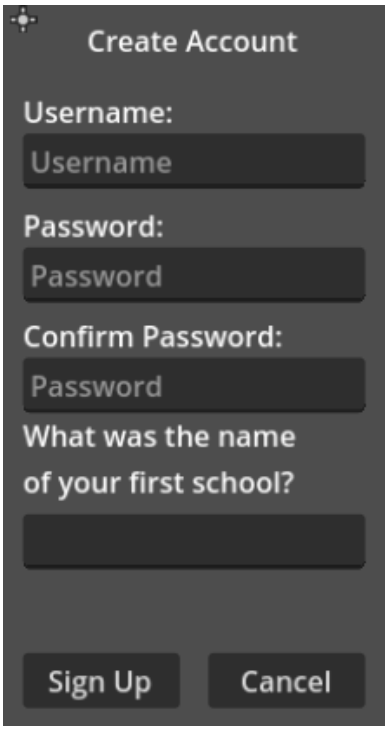

Figure 74: Confirm Password Field

```
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 75: Updated Script

3.10.2 Test Scene

During the demo the stakeholders ran into an issue with the attacks where the attack function in the weapon scripts wasnt 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.

```gdscript
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 76: Updated Player Attack Function

3.11 Dungeon Environment Development

3.11.1 Door

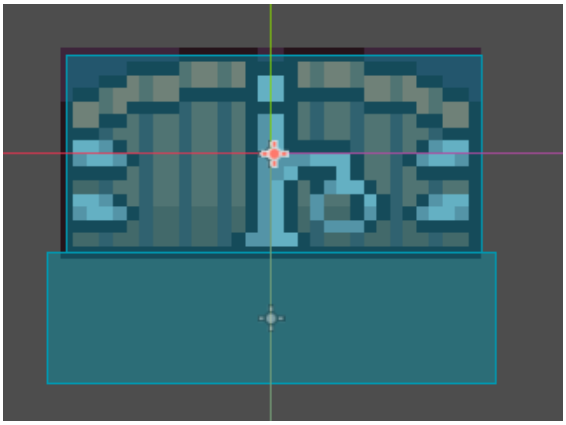

Figure 77: Layout

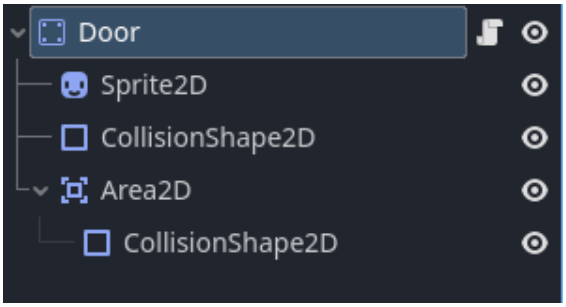

Figure 78: Structure

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

```gdscript
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 isnt locked
                    if change_scene:
                        get_tree().change_scene_to_file(scene_path) # Change Scene
                    else:
                        queue_free()
```

Figure 79: Script

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

3.11.2 Chest

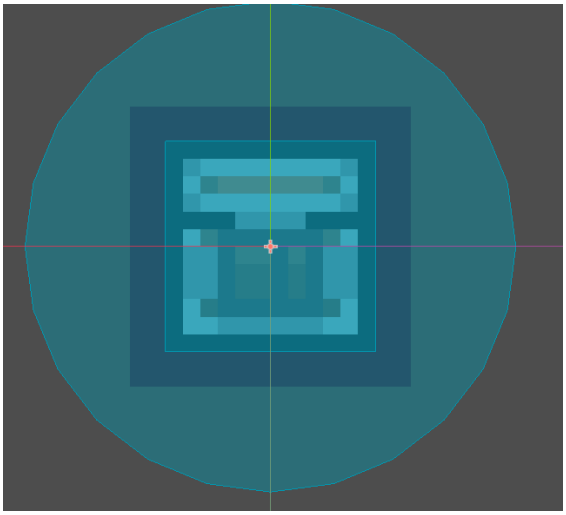

Figure 80: Layout

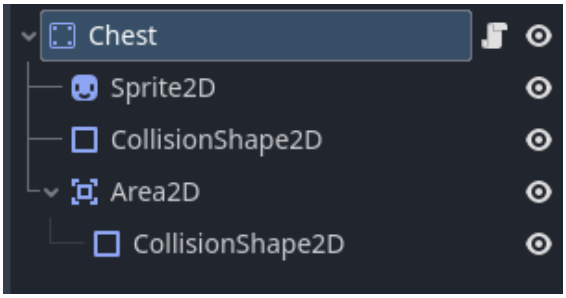

Figure 81: Structure

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

```
extends 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 isnt 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 82: 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.

3.12 Projectile Development

3.12.1 Ranged

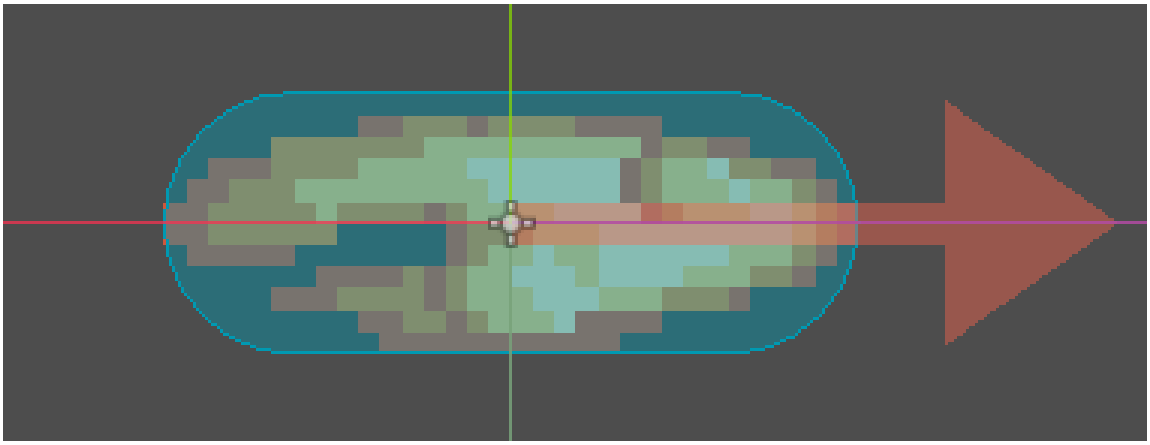

Figure 83: Layout (fire projectile)

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.

```gdscript
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 84: Scipt

This is the script of the ranged 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.

3.12.2 Area

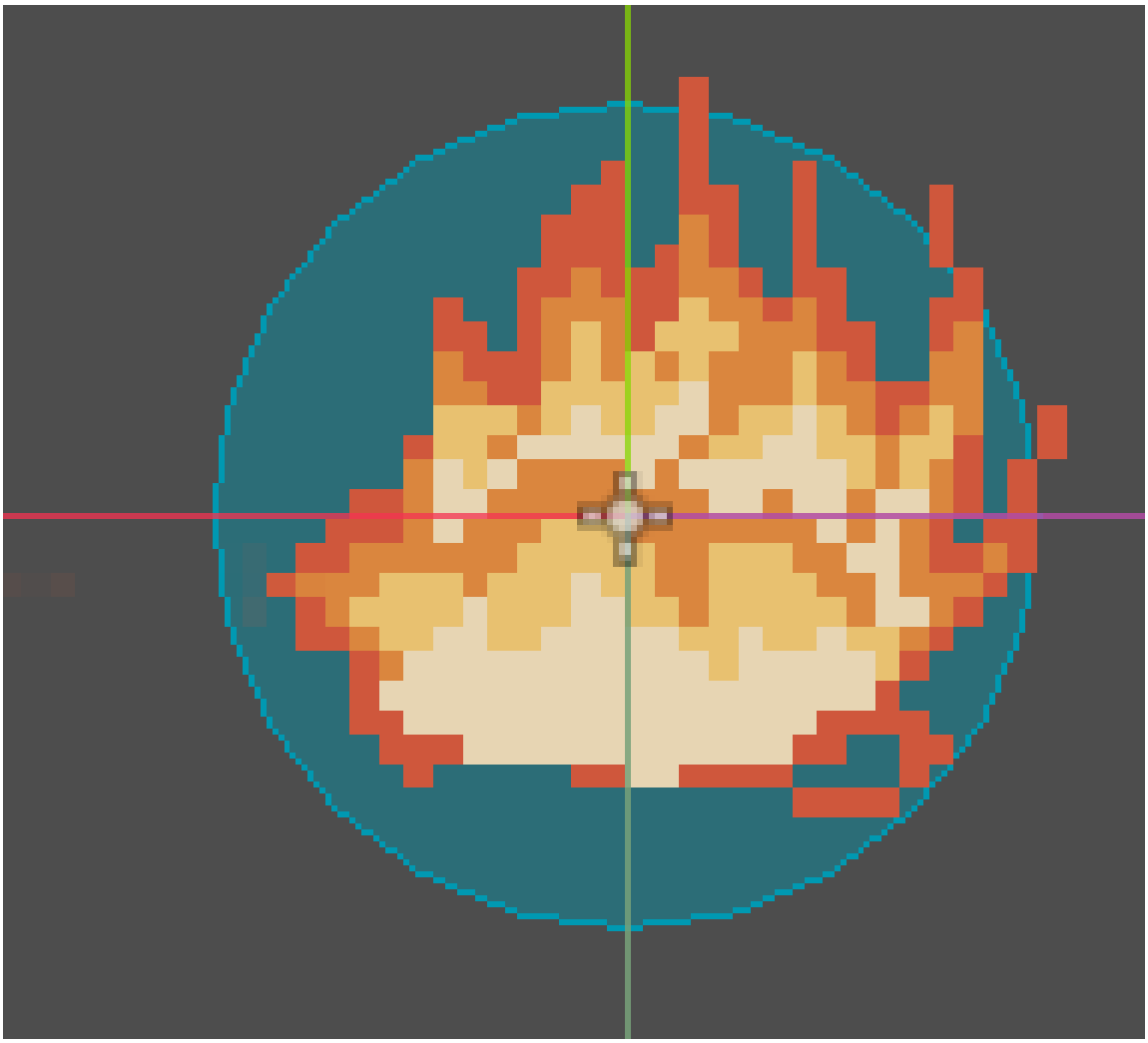

Figure 85: Layout (fire projectile)

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 86: 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.

3.13 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.

3.13.1 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 87: 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.

3.13.2 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 88: 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.

3.14 Enemy Development

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

3.14.1 Layout and Structure

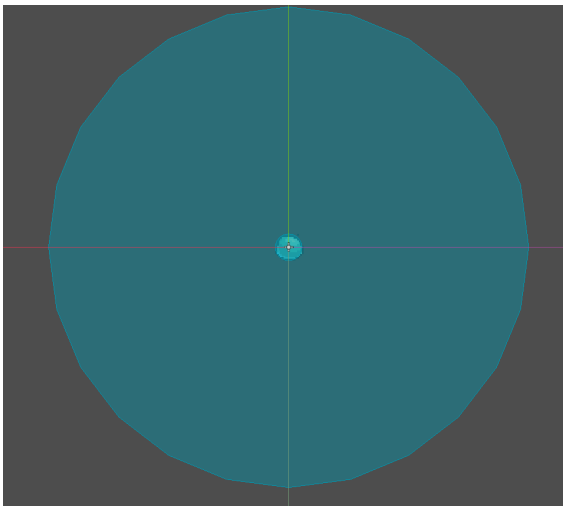

Figure 89: Layout

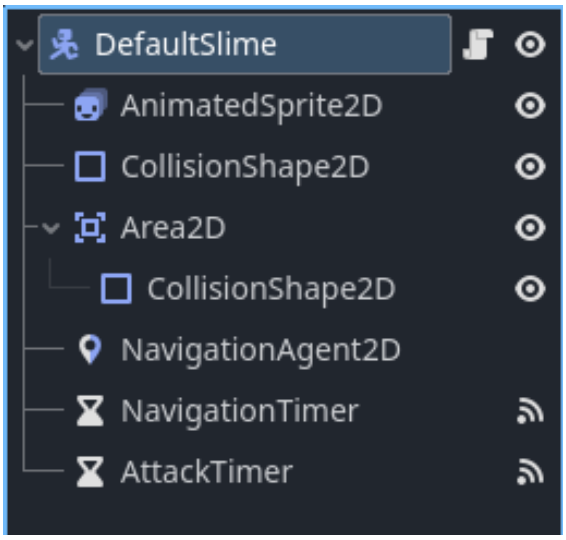

Figure 90: Structure

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 collisons. The NavigationAgent2D handles the navigation and the AnimatedSprite2D handles animation.

3.14.2 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 91: General Script and Variables

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

Figure 92: _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 93: 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.

3.14.3 _physics_process():

```gdscript
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 94: 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.

```gdscript
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 95: 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.

3.14.4 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 96: 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.

3.14.5 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 97: get_animation()

This is exactly the same as the designed script.

3.15 UI Development

3.15.1 Inventory UI

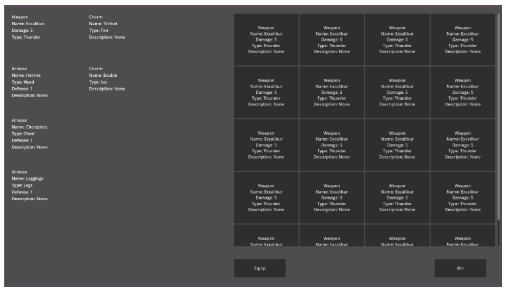

Figure 98: Layout

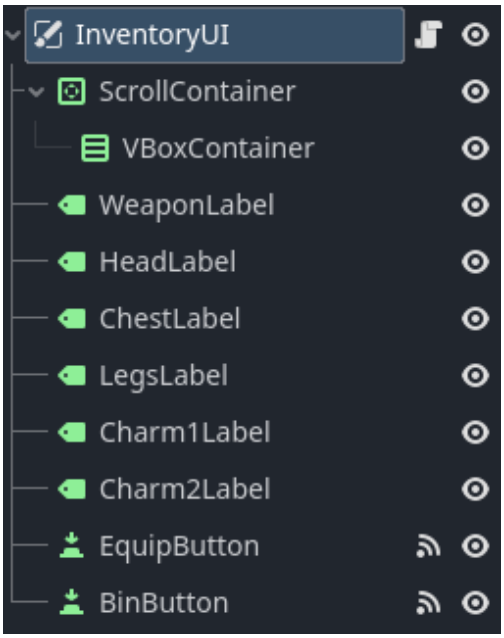

Figure 99: Structure

The Layout and Structure are as was designed.

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

Figure 100: _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 redresh function to setup the UI.

```gdscript
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 101: 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 102: select() and _on_buttons_pressed()

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

3.15.2 Game UI

Figure 103: Layout

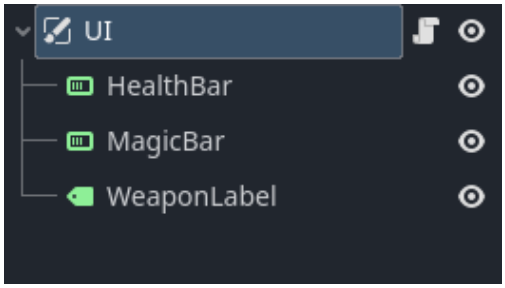

Figure 104: Structure

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.

```gdscript
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 105: Script

The GameUI script is as was designed.

3.15.3 Help Menu

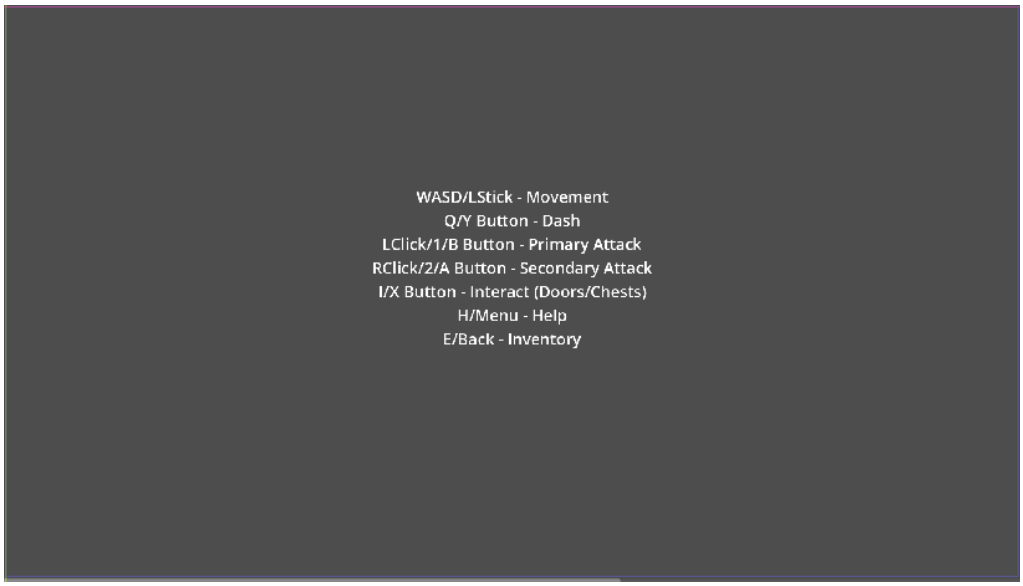

Figure 106: Layout

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 107: 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.

3.16 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 108: Beggining

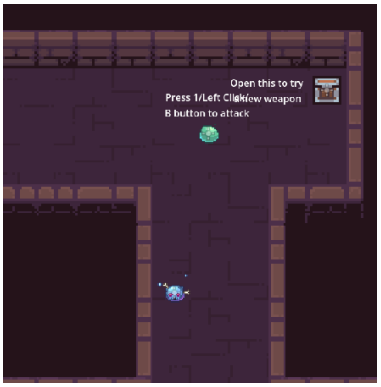

Figure 110: First Enemies and Chest

Figure 109: Main Room

Figure 111: 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).

3.17 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.

3.17.1 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.

3.17.2 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.

3.17.3 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.

3.17.4 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.

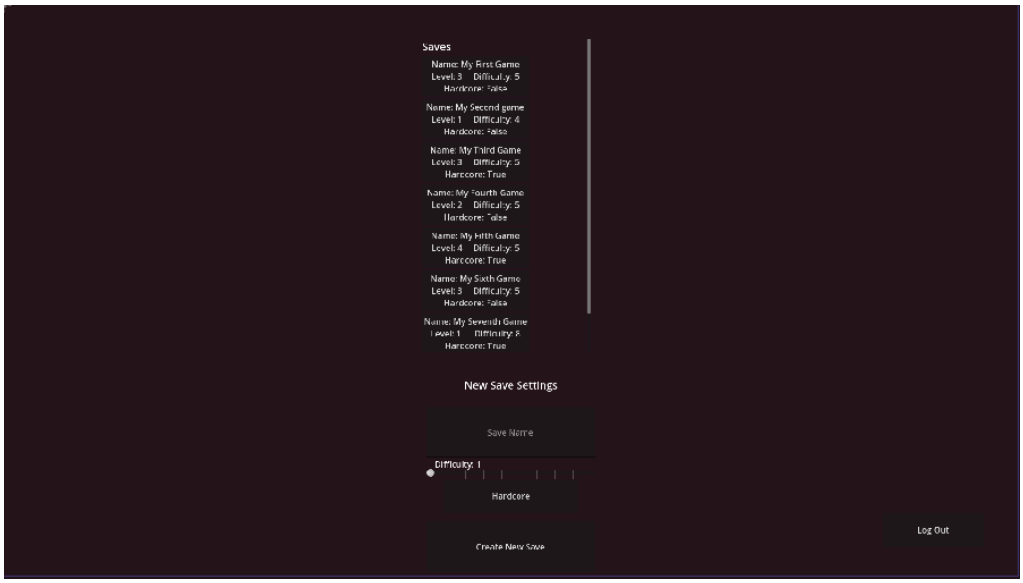

Figure 112: Save Menu Layout

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.

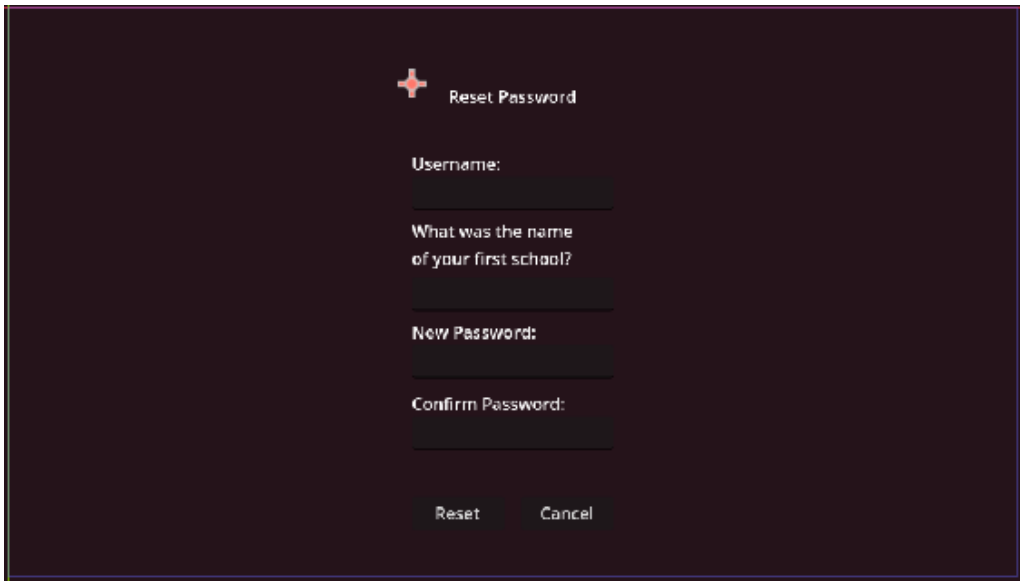

Figure 113: Reset Password Layout

3.17.5 Inventory

One thing I noticed during the stakeholder feedback was that when Daniel selected an item and equipped it twice the item would first dissappear 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 114: 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 isnt needed.

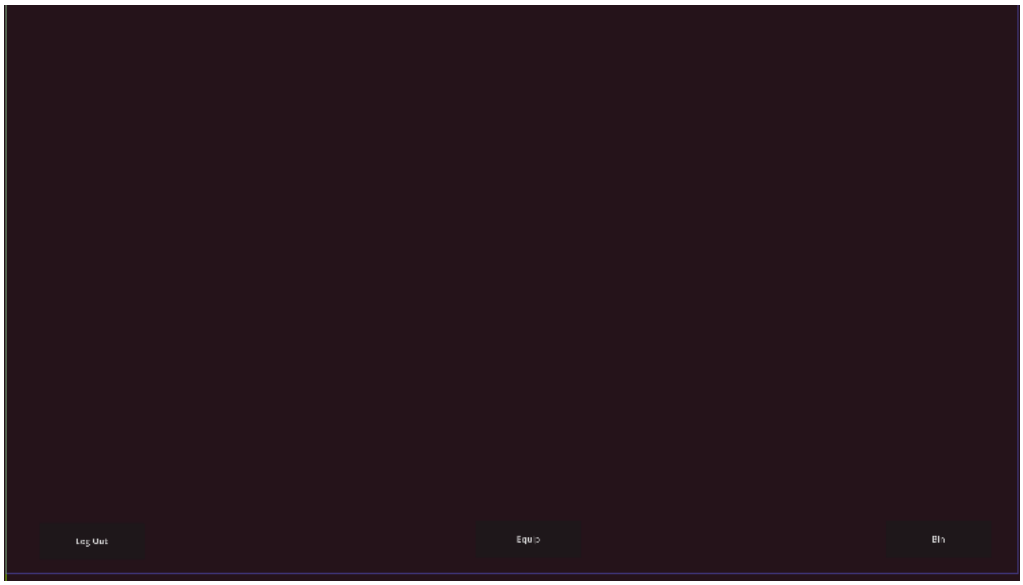

Figure 115: Layout Change

3.18 Procedural Generation Development

3.18.1 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 116: 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.tscn"],
'end':["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/mons
'corridor':["res://scenes/game/worlds/rooms/corridors/corridor_1.tscn","res://scenes/game/worlds/rooms/corridors/corridor_2.tscn","res://scenes/game/worlds/r
'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/w
var opposite_direction = {'north':'south', 'south':'north', 'east':'west', 'west':'east'}
```

Figure 117: 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():
    root = DungeonGraphNode.new()
    root.room_type = "start"
    nodes.append(root)

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

Figure 118: _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):
    var room = load(rooms[node.room_type].pick_random()).instantiate()
    add_child(room)
    if previous_direction:
        room.set_pos(previous_direction,previous.get_pos(opposite_direction[previous_direction]))
    else:
        room.position = Vector2(0,0)
    for i in ['north', 'south', 'east', 'west']:
        if node[i] == null:
            room.cap(i)
    return room

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

Figure 119: 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.

3.18.2 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 120: 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 121: 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 122: _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 sayig about the levels.

Room Types:

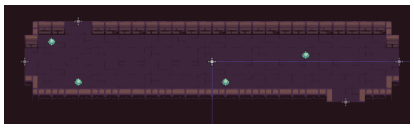

Figure 123: corridor_along

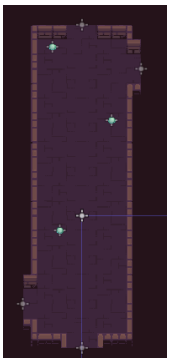

Figure 124: corridor_up

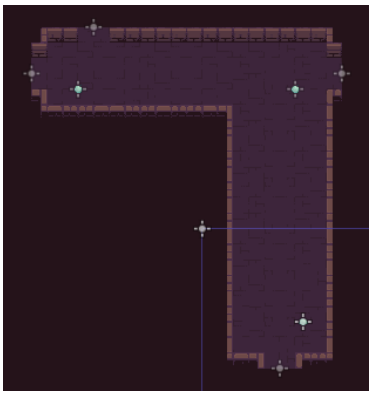

Figure 125: corridor_corner

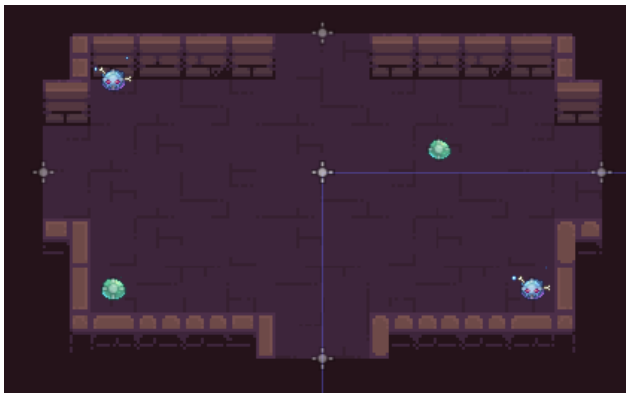

Figure 126: monster_1

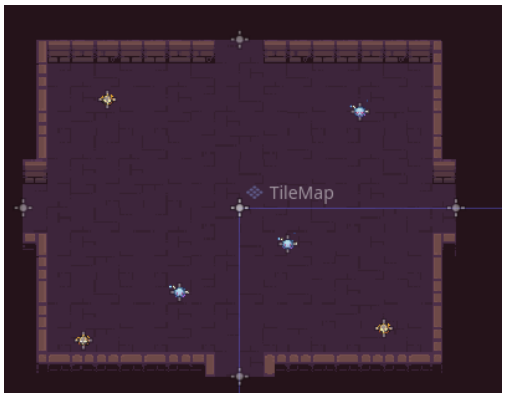

Figure 127: monster_2

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.

3.18.3 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 128: _ready

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

```gdscript
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 129: dungeon_1()

```gdscript
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 130: dungeon_2()

```gdscript
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 131: dungeon_3()

This is the dungeon generation functions.
There is video evidence of running the test functions to generate here^{reference} and testing player loading in here^{reference}.

3.18.4 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(3, 'east', 'monster')
    graph.add_node(2, 'south', 'corridor_corner')
    graph.add_node(7, 'south', 'monster')
    graph.add_node(6, '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(14, 'east', 'corridor_corner')
    graph.add_node(14, 'south', 'corridor_corner')
    graph.add_node(15, 'north', 'monster')
    graph.add_node(16, 'east', 'monster')
    graph.add_node(17, 'south', 'monster')
    graph.add_node(19, 'east', 'corridor_along')
    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(23, 'north', 'monster')
    graph.add_node(24, 'north', 'monster')
    graph.add_node(24, 'south', 'monster')
    graph.add_node(25, 'north', 'monster')
    graph.add_node(25, 'south', 'monster')
    graph.add_node(26, 'north', 'monster')
    graph.add_node(26, 'south', 'monster')
    graph.add_node(33, 'east', 'corridor_corner')
    graph.add_node(34, 'south', 'monster')
    graph.add_node(34, '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 132: Script

There is video evidence of generation in Level 1 and player loading in here^{reference}

4 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	Steam (The Binding of Isaac)	One of the exisiting solutions I researched.
2	15/6/24	Research/ Existing Solutions	video games store, online	Steam (Dead Cells)	One of the existing solutions I researched
3	15/6/24	Research/ Existing Solutions	youtube video, online	Youtube (Motion Twin)	A dev log for an existing solution.
4	15/6/24	Research/ Existing Solutions	blog, online	robertheaton.com	An existing algorithm I researched.
5	25/11/24	Research/ Exisiting Solutions	video games store, online	Nintendo Store (Breath of The Wild)	One of the existing solutions I researched
6	04/03/25	Design/ Enemy Design	Game Engine Documentation, online	Godot Docs (2D navigation)	The documentation for godot's navigation nodes in 2D

5 Video Evidence Log

REF#	Video Name	What it evidences	Cross reference to document.

6 Code Listings

6.1 resources/scripts

item.gd

```
extends Resource

class_name Item

@export var stackable: bool
@export var description: String
@export var icon: Texture
```

equipable.gd

```
extends Item

class_name Equipable

@export var stat_boosts: Dictionary = {}

func _init():
        stackable = false
```

armour.gd

```
extends Equipable

class_name Armour

@export var defense: int
@export var armour_type: String # "light", "heavy"
@export var body_part: String # "head", "chest", "legs"
@export var set_id: int

func display_string():
        return "Armour\nName: %s\nType: %s\nDefense: %s\n Description: %s" % [resource_name,
            armour_type.capitalize(), defense, description]
```

weapon.gd

```
extends Equipable

class_name Weapon

@export var weapon_type: String # "ranged_magic", "area_magic", "melee"
@export var attack_power: int
@export var attack_range: int
@export var damage_type: String # "normal", "ice", "fire", "thunder", "divine","poison"
@export var mana_cost: int
var hurtbox_scene_path = "res://scenes/game/player/hurt_box.tscn"

func display_string():
        return "Weapon\nName: %s\nType: %s\nDamage: %s\nDamage Type: %s\n Description: %s" % [
            resource_name, weapon_type.replace("_"," ").capitalize(), attack_power, damage_type.
            capitalize(), description]
```

charm.gd

```
extends Equipable

class_name Charm

@export var charm_type: String # "ice", "fire", "cursed", "divine","poison"

func display_string():
        return "Weapon\nName: %s\nType: %s\n Description: %s" % [resource_name, charm_type.
            capitalize(), description]
```

key.gd

```
extends Item

class_name Key

@export var key_id: String


func display_string():
        return "Key\nName: %s\n Description: %s" % [resource_name, description]
```

6.2 scenes

6.2.1 game/enemies

default_slime.gd

```
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):
        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"

func _ready():
        add_to_group("enemies")
        $HealthBar.max_value=health
        $HealthBar.value=health

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()

func take_damage(damage, damage_type):
```

```
57          var player = get_tree().get_first_node_in_group("player")
58          animating = true
59          if damage_type in weaknesses:
60                  health -= 2*damage
61          else:
62                  health -= damage
63          velocity = - 25 * to_local(player.global_position).normalized()
64          $HealthBar.value=health
65          $HealthBar.visible = true
66          if health <= 0:
67                  queue_free()
68          else:
69                  $AnimatedSprite2D.play(get_animation("hurt"))
70          await $AnimatedSprite2D.animation_finished
71          animating = false
72          velocity = Vector2(0,0)
73          $HealthBar.visible = false
74
75  func _on_navigation_timer_timeout() -> void:
76          var player = get_tree().get_first_node_in_group("player")
77          if player:
78                  $NavigationAgent2D.set_target_position(player.global_position)
79
80  func _on_attack_timer_timeout() -> void:
81          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          var player_detected = false
34          for body in $Area2D.get_overlapping_bodies():
35                  if body.name == "Player":
36                          player_detected = true
37          if not animating:
38                  $AnimatedSprite2D.play(get_animation("idle"))
39                  if player_detected and can_attack:
40                          direction = to_local($NavigationAgent2D.get_next_path_position()).
                                normalized()
41                          var projectile = load("res://scenes/game/projectiles/fire_projectile.tscn
                                ").instantiate()
42                          projectile.rotation_degrees = rad_to_deg(direction.angle())
43                          projectile.position = position + 20*direction
44                          projectile.damage = damage
45                          get_parent().add_child(projectile)
46                          can_attack=false
47                          $AttackTimer.start()
48
```

```
49
50 func take_damage(damage, damage_type):
51         var player = get_tree().get_first_node_in_group("player")
52         animating = true
53         if damage_type in weaknesses:
54                 health -= 2*damage
55         else:
56                 health -= damage
57         velocity = - 25 * to_local(player.global_position).normalized()
58         $HealthBar.value = health
59         $HealthBar.visible = true
60         if health <= 0:
61                 queue_free()
62         else:
63                 $AnimatedSprite2D.play(get_animation("hurt"))
64         await $AnimatedSprite2D.animation_finished
65         velocity = Vector2(0,0)
66         animating = false
67         $HealthBar.visible = false
68
69
70
71 func _on_navigation_timer_timeout() -> void:
72         var player = get_tree().get_first_node_in_group("player")
73         if player:
74                 $NavigationAgent2D.set_target_position(player.global_position)
75
76
77 func _on_attack_timer_timeout() -> void:
78         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         var move = false
34         for body in $Area2D.get_overlapping_bodies():
35                 if body.name == "Player":
36                         move = true
37         if not animating:
38                 if move:
39                         direction = to_local($NavigationAgent2D.get_next_path_position()).
                            normalized()
40                         velocity = direction * speed
41                         $AnimatedSprite2D.play(get_animation("walk"))
42                         move_and_slide()
43                 else:
44                         $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()




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()
        $HealthBar.value = health
        $HealthBar.visible = true
        if health <= 0:
                queue_free()
        else:
                $AnimatedSprite2D.play(get_animation("hurt"))
        await $AnimatedSprite2D.animation_finished
        animating = false
        velocity = Vector2(0,0)
        $HealthBar.visible = false




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


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

6.2.2 game/player

player.gd

```
extends CharacterBody2D


var speed = 100
var health = 100
var mana = 100
var last_direction = Vector2(1,0)
var animating = false
var weapon
var can_dash = true
var ui = preload("res://scenes/game/player/ui.tscn")
func _ready():
        add_to_group("player")
        add_child(ui.instantiate())

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


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
        #Mocing/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()


func _input(event: InputEvent) -> void:
        if event.is_action_pressed("attack"):
                attack()
        elif event.is_action_pressed("dash"):
                if can_dash:
                        speed = 8*speed
                        can_dash = false
                        await get_tree().create_timer(0.05).timeout
                        speed = speed/8
                        await get_tree().create_timer(0.5).timeout
                        can_dash = true
        if 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
        elif event.is_action_pressed("inventory"):
                var inventory_ui = load("res://scenes/game/player/inventory_ui.tscn").instantiate
                    ()
                $UI.visible = false
                add_child(inventory_ui)
                get_tree().paused = true
                await get_tree().create_timer(0.2).timeout
                while not Input.is_action_just_pressed("inventory"):
                        await get_tree().process_frame
                inventory_ui.queue_free()
                $UI.visible = true
                get_tree().paused = false



func attack():
        if Database.get_slot_value("weapon"):
                weapon = load(Database.get_slot_value("weapon"))
                if not animating and mana >= weapon.mana_cost:
                        animating = true
                        mana -= weapon.mana_cost
                        if weapon.weapon_type == "melee":
                                $AnimatedSprite2D.play(get_animation("melee"))
                                await get_tree().create_timer(0.5).timeout # Account for
                                    animation delay
                                #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")
```

```
102                             hurtbox_instance.queue_free()
103                     elif weapon.weapon_type == "ranged_magic":
104                             $AnimatedSprite2D.play(get_animation("melee")) #Change later
105                             await get_tree().create_timer(0.5).timeout # Account for
                                    animation delay
106                             #Load the projectile scene
107                             var projectile = load("res://scenes/game/projectiles/%
                                    s_projectile.tscn"%weapon.damage_type).instantiate()
108                             var projectile_direction = (get_viewport().get_mouse_position()-
                                    Vector2(1920/2,1080/2)).normalized()
109                             projectile.rotation_degrees = rad_to_deg(projectile_direction.
                                    angle())
110                             projectile.position = position + 20 * projectile_direction
111                             projectile.damage = weapon.attack_power
112                             get_parent().add_child(projectile)
113                     elif weapon.weapon_type == "area_magic":
114                             $AnimatedSprite2D.play(get_animation("melee")) #Change later
115                             await get_tree().create_timer(0.5).timeout # Account for
                                    animation delay
116                             #Load the projectile scene
117                             var area_direction = (get_viewport().get_mouse_position()-Vector2
                                    (1920/2,1080/2)).normalized()
118                             var area = load("res://scenes/game/projectiles/%s_area.tscn"%
                                    weapon.damage_type).instantiate()
119                             area.position = position + 25 * area_direction
120                             area.damage = weapon.attack_power
121                             get_parent().add_child(area)
122                     await $AnimatedSprite2D.animation_finished
123                     animating = false
124
125
126
127 func take_damage(damage, damage_type):
128         if damage_type == "poison":
129                 print("yes")
130                 for x in range(damage):
131                         health -= 1
132                         if health <= 0:
133                                 get_tree().change_scene_to_file("res://scenes/menu/save_menu.tscn
                                        ")
134                         await get_tree().create_timer(1).timeout
135         else:
136                 health -= damage
137                 if health <= 0:
138                         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 its an enemy 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},{"item_id": "res://resources/key/test_key_2.tres","amount":1},{"item_id":
              "res://resources/key/test_key_2.tres","amount":1},{"item_id": "res://resources/key/
              test_key_2.tres","amount":1},{"item_id": "res://resources/key/test_key_2.tres","
              amount":1},{"item_id": "res://resources/key/test_key_2.tres","amount":1},{"item_id":
              "res://resources/key/test_key_2.tres","amount":1},{"item_id": "res://resources/key/
```

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

func refresh():
        var inventory = Database.get_stored_items()
        var item_count = 0
        for child in $ScrollContainer/VBoxContainer.get_children():
                child.queue_free()
        for item in inventory:
                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
        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()

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)


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

ui.gd

```
extends CanvasLayer

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()
```

6.2.3 game/projectiles

ice_projectile.gd

```
extends CharacterBody2D

var damage: int = 1
var damage_type: String = "ice"
var speed = 120
var attacking = false


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()
```

fire_projectile.gd

```
extends CharacterBody2D

var damage: int = 1
var damage_type: String = "fire"
var speed = 120
var attacking = false


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()
```

thunder_projectile.gd

```
extends CharacterBody2D

```

```
var damage: int = 1
var damage_type: String = "thunder"
var speed = 120
var attacking = false


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()
```

ice_area.gd

```
extends Area2D

var damage: int = 1
var damage_type: String = "ice"


func _ready():
	await $AnimatedSprite2D.animation_finished
	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)
```

fire_area.gd

```
extends Area2D

var damage: int = 1
var damage_type: String = "fire"
var time:int = 1


func _ready():
	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)
```

thunder_area.gd

```
extends Area2D

var damage: int = 1
var damage_type: String = "thunder"


func _ready():
	await $AnimatedSprite2D.animation_finished
	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)
```

6.2.4 game/worlds

rooms/graph/dungeon_graph.gd

```
extends Node

class_name DungeonGraph

var root: DungeonGraphNode
var nodes: Array
var rooms: Dictionary = {'chest':["res://scenes/game/worlds/rooms/monster/room.tscn"],
'end':["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"]}
var opposite_direction = {'north':'south', 'south':'north', 'east':'west', 'west':'east'}



func _init():
        root = DungeonGraphNode.new()
        root.room_type = "start"
        nodes.append(root)

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


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

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

rooms/graph/dungeon_graph_node.gd

```
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
```

rooms/room.gd

```
extends Node2D

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

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)

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))
```

rooms/room_test.gd

```
extends Node2D


func _ready():
	await dungeon_1()
	self.scale = Vector2(0.5,0.5)
	self.position = Vector2(1920/4,1080/4)
	#var player = load("res://scenes/game/player/player.tscn").instantiate()
```

```
        #player.position = Vector2(1920/2,1080/2)
        #add_child(player)


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

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()

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()
```

chest.gd

```
extends 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"):
```

```
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: #
                                        Check if the player has the key and removes it if the door
                                        isnt locked
23                                          for j in range(item_number):
24                                                  Inventory.add_item(item_list[randi_range(0,len(
                                                        item_list)-1)],1)
25                                  print(item_list)
26                                  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: #
                                        Check if the player has the key and removes it if the door
                                        isnt locked
14                                          if change_scene:
15                                                  if Database.get_save_data()[0]["level"] < level:
16                                                          Database.set_level_value(level)
17                                                  get_tree().change_scene_to_file(scene_path) #
                                                        Change Scene
18                                          else:
19                                                  queue_free()
```

6.2.5 menu

login_form.gd

```
1  extends Node2D
2
3
4
5  func _on_sign_in_button_pressed() -> void:
6          var username = $Input/UsernameInput.text
7          var password = $Input/PasswordInput.text
8          var success = Database.login(username, password)
9          if not (success is bool and success == true):
10                 if success == "InvalidUsernameError":
11                         $Labels/ErrorLabel.text = "Invalid Username"
12                 elif success == "IncorrectPasswordError":
13                         $Labels/ErrorLabel.text = "Incorrect Password"
14         else:
15                 get_tree().change_scene_to_file("res://scenes/menu/save_menu.tscn")
16
17
18 func _on_forgot_password_button_pressed() -> void:
19         get_tree().change_scene_to_file("res://scenes/menu/reset_password_form.tscn")
20
21
22 func _on_create_account_button_pressed() -> void:
23         get_tree().change_scene_to_file("res://scenes/menu/create_account_form.tscn")
24
25
26 func _on_quit_button_pressed() -> void:
27         Global.quit()
```

create_account_form.gd

```
1  extends Node2D
2
3
4
```

```
5
6  func _on_sign_up_button_pressed() -> void:
7          var username = $Input/UsernameInput.text
8          var password =  $Input/PasswordInput.text
9          var answer = $Input/QuestionInput.text
10         var success = Database.add_user(username, password, answer)
11         if $Input/PasswordInput.text == $Input/ConfirmPasswordInput.text:
12                 if not (typeof(success) == TYPE_BOOL and success == true):
13                         if success == "InvalidUsernameError":
14                                 $Labels/ErrorLabel.text = "Invalid Username"
15                 else:
16                         get_tree().change_scene_to_file("res://scenes/menu/login_form.tscn")
17         else:
18                 $Labels/ErrorLabel.text = "Passwords Don't Match"
19
20
21 func _on_cancel_button_pressed() -> void:
22         get_tree().change_scene_to_file("res://scenes/menu/login_form.tscn")
```

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.tscn")
21         else:
22                 $Labels/ErrorLabel.text = "Passwords Don't Match"
23
24
25
26 func _on_cancel_button_pressed() -> void:
27         get_tree().change_scene_to_file("res://scenes/menu/login_form.tscn")
```

save_meu.gd

```
1  extends Node2D
2
3  #Function to load the list
4  func _load_list():
5          for child in $SavesScroller/VBoxContainer.get_children():
6                  child.queue_free()
7          var save_data_list = Database.get_user_save_data()
8          for save_data in save_data_list:
9                  var button = Button.new()
10                 var hardcore
11                 if save_data["hardcore"] == 1:
12                         hardcore = "True"
13                 else:
14                         hardcore = "False"
15                 print(save_data)
16                 button.text = "Name: %s\nLevel: %s \t Difficulty: %s\nHardcore: %s" % [save_data[
                       "name"], save_data["level"], save_data["difficulty"], hardcore]
17                 button.connect("pressed",_on_save_selected.bind(save_data))
18                 $SavesScroller/VBoxContainer.add_child(button)
19
20 # Called when the node enters the scene tree for the first time.
21 func _ready() -> void:
22         _load_list()
23
24
25 func _on_save_selected(save_data):
```

```
        Database.current_save_id = save_data["save_id"]
        Global.difficulty = save_data["difficulty"]
        print(Database.get_save_data())
        get_tree().change_scene_to_file("res://scenes/game/worlds/tutorial.tscn")

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($Name.text,$Difficulty.value,$HardcoreButton.button_pressed)
        _load_list()



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

6.3 src

database.gd

```
extends Node

var db = SQLite.new()
var current_user_id: int
var current_save_id: int

#region Prepared Statements

var _create_table_users = """
CREATE TABLE IF NOT EXISTS users (
        user_id INTEGER PRIMARY KEY AUTOINCREMENT,
        username VARCHAR(15) UNIQUE NOT NULL,
        password VARCHAR(64) NOT NULL,
        salt VARCHAR(64) NOT NULL,
        answer VARCHAR(64) NOT NULL
);
"""

var _get_user_data = """
SELECT * FROM users
WHERE username = ?;
"""

var _add_new_user = """
--Assume hashed password and answer
INSERT INTO
users(username,password,answer,salt)
VALUES (?,?,?,?);
"""

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

var _reset_password = """
--Assume hashed password and answer
UPDATE users
SET password = ?
WHERE username = ?
"""

var _create_table_save_data = """
CREATE TABLE IF NOT EXISTS save_data (
save_id INTEGER PRIMARY KEY AUTOINCREMENT,
user_id INTEGER,
name VARCHAR(32),
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),
FOREIGN KEY(user_id) REFERENCES users(user_id) ON DELETE CASCADE
);
"""

var _add_new_save_data = """
INSERT INTO
save_data(user_id,name,difficulty,hardcore,level)
VALUES (?,?,?,?,?);
"""

var _get_save_data = """
SELECT * FROM save_data
WHERE save_id = ?;
"""

var _get_user_save_data = """
SELECT name, level, hardcore, save_id, difficulty FROM save_data
WHERE user_id = ?;
"""

var _update_save_data = """
UPDATE save_data
SET
head = ?,
chest = ?,
legs = ?,
weapon = ?
charm_1 = ?,
charm_2 = ?,
level = ?
WHERE
user_id = ?
AND save_id = ?;
"""

var _create_table_stored_items = """
CREATE TABLE IF NOT EXISTS stored_items (
item_id INTEGER NOT NULL,
save_id INTEGER NOT NULL,
amount INTEGER NOT NULL,
PRIMARY KEY(item_id,save_id),
FOREIGN KEY(save_id) REFERENCES save_data(save_id) ON DELETE CASCADE
);
"""

var _update_stored_item_amount = """
UPDATE stored_items
SET amount = amount + ?
WHERE item_id = ?
AND save_id = ?;
"""

var _get_stored_items = """
SELECT * FROM stored_items
WHERE save_id = ?;
"""

var _get_stored_item_amount = """
SELECT amount FROM stored_items
WHERE save_id = ?
AND item_id = ?;
"""

var _add_stored_item = """
INSERT INTO
stored_items(save_id,item_id,amount)
VALUES (?,?,?);
"""

var _count_stored_items = """
SELECT COUNT(*)
FROM stored_items
WHERE save_id = ?;
"""

var _remove_stored_item = """
```

```
DELETE FROM stored_items
WHERE save_id = ?
AND item_id = ?;
"""

var _get_slot_values = """
SELECT * FROM save_data
WHERE save_id = ?;
"""

var _set_level_value = """
UPDATE save_data
SET level = ?
WHERE save_id = ?;
"""

var _set_head_value = """
UPDATE save_data
SET head = ?
WHERE save_id = ?;
"""

var _set_chest_value = """
UPDATE save_data
SET chest = ?
WHERE save_id = ?;
"""

var _set_legs_value = """
UPDATE save_data
SET legs = ?
WHERE save_id = ?;
"""

var _set_weapon_value = """
UPDATE save_data
SET weapon = ?
WHERE save_id = ?;
"""

var _set_charm_1_value = """
UPDATE save_data
SET charm_1 = ?
WHERE save_id = ?;
"""

var _set_charm_2_value = """
UPDATE save_data
SET charm_2 = ?
WHERE save_id = ?;
"""


#endregion



#test
func test() -> void:

        #Open or Create a database
        db.path = "res://game_data.db"
        db.open_db()
        db.drop_table("users")
        if not db.query(_create_table_users):
                print("Error: users table unable to be created")
                return



        if db.query_with_bindings(_add_new_user,["user","pass","ans","salt"]):
                print("success")

        db.query_with_bindings(_get_user_data,["user"])
        print(db.query_result)
        db.close_db()

#Function for generating salt
```

```
211 func gen_salt() -> String:
212         var salt = "string"
213         var x = randi_range(5,10)
214         for i in range(2**x):
215                 salt = j_hash(salt,str(i*randi_range(1,10)))
216         return salt
217 
218 #Function for hashing a password or challenge answer
219 func j_hash(string, salt):
220         var hashedString = string
221         #Repeating a consistent but unpredictable amount of times
222         #On even rounds the password is sandwidged on odd rounds the salt is sandwidged
223         #Alternating the use of sha256 and md5 but making sure to end on sha256 so the hash is a
            predictable length.
224         for x in range(1,6*len(string)+1):
225                 if x % 2 == 0:
226                         hashedString = (salt.substr(x,hashedString.length()-x)+hashedString+salt.
                            substr(0,x)).md5_text().sha256_text()
227                 else:
228                         hashedString = (hashedString.substr(0,x)+salt+hashedString.substr(x,
                            hashedString.length()-x)).sha256_text().md5_text()
229         return hashedString
230 
231 #Function for creating a user
232 func add_user(username, password, answer):
233         var salt = gen_salt() #Generating new salt
234         var hashedPassword = j_hash(password, salt)
235         var hashedAnswer = j_hash(answer, salt)
236         if not db.query_with_bindings(_add_new_user,[username,hashedPassword,hashedAnswer,salt]):
              #Tries to add user with hashed password and answer
237                 return "InvalidUsernameError" #If user cannot be added then the username must be
                    invalid
238         return true
239 #Function for deleting a user
240 func delete_user(username, password):
241         db.query_with_bindings(_get_user_data,[username])
242         if len(db.query_result) == 0: # If user doesnt exist
243                 return "InvalidUsernameError"
244         var user_data = db.query_result[0]
245         var hashed_password = j_hash(password,user_data["salt"])
246         if hashed_password == user_data["password"]: # Checking password hash against stored hash
247                 db.query_with_bindings(_delete_user,[username]) # Deleting User
248                 return true
249         return "IncorrectPasswordError" # If password doesnt match
250 #Function for logging in
251 func login(username,password):
252         db.query_with_bindings(_get_user_data,[username]) # Getting user data
253         if len(db.query_result) == 0: # If user doesnt exist
254                 return "InvalidUsernameError"
255         var user_data = db.query_result[0]
256         var hashed_password = j_hash(password,user_data["salt"])
257         if hashed_password == user_data["password"]: # Checking password hash against stored hash
258                 current_user_id = user_data["user_id"]
259                 return true
260         return "IncorrectPasswordError" # If password doesnt match
261 #Function for resetting the password
262 func reset_password(username, answer, password):
263         db.query_with_bindings(_get_user_data,[username]) # Getting user data
264         if len(db.query_result) == 0: # If user doesnt exist
265                 return "InvalidUsernameError"
266         var user_data = db.query_result[0]
267         var hashed_answer = j_hash(answer,user_data["salt"])
268         var hashed_password = j_hash(password, user_data["salt"])
269         if hashed_answer == user_data["answer"]: # Checking the answer hash against the stored
            hash
270                 db.query_with_bindings(_reset_password,[hashed_password,username])
271                 return true
272         return "IncorrectAnswerError" # If answer doesnt match
273 #Function for counting the stored_items in the save
274 func count_stored_items():
275         db.query_with_bindings(_count_stored_items,[current_save_id])
276         return db.query_result[0]["COUNT(*)"]
277 #Function for getting the stored items in the save
278 func get_stored_items():
279         db.query_with_bindings(_get_stored_items,[current_save_id])
280         return db.query_result
281 #Function for getting the amount of a stored item in the save
282 func get_stored_item_amount(item_id):
```

```
283         db.query_with_bindings(_get_stored_item_amount,[current_save_id, item_id])
284         return db.query_result
285 #Function for updating the amount of a stored item in the save by adding an amount
286 func update_stored_item_amount(amount, item_id):
287         db.query_with_bindings(_update_stored_item_amount, [amount, item_id, current_save_id])
288         return db.query_result
289 #Function for adding a stored item into the save
290 func add_stored_item(item_id, amount):
291         db.query_with_bindings(_add_stored_item, [current_save_id, item_id, amount])
292         return db.query_result
293 #Function for removing a stored item from the save
294 func remove_stored_item(item_id):
295         db.query_with_bindings(_remove_stored_item, [current_save_id, item_id])
296         return db.query_result
297 #Function for getting a slot value from the save
298 func get_slot_value(slot):
299         db.query_with_bindings(_get_slot_values,[current_save_id])
300         if len(db.query_result) == 0:
301                 return null
302         return db.query_result[0][slot]
303 #Function for setting a slot value in the save
304 func set_slot_value(slot, item_id):
305         match slot:
306                 "head":
307                         db.query_with_bindings(_set_head_value, [item_id, current_save_id])
308                 "chest":
309                         db.query_with_bindings(_set_chest_value, [item_id, current_save_id])
310                 "legs":
311                         db.query_with_bindings(_set_legs_value, [item_id, current_save_id])
312                 "weapon":
313                         db.query_with_bindings(_set_weapon_value, [item_id, current_save_id])
314                 "charm_1":
315                         db.query_with_bindings(_set_charm_1_value, [item_id, current_save_id])
316                 "charm_2":
317                         db.query_with_bindings(_set_charm_2_value, [item_id, current_save_id])
318         return db.query_result
319 #Function for settig the level value
320 func set_level_value(n):
321         db.query_with_bindings(_set_level_value, [n])
322         return db.quer_result
323 #Function for getting the save data entries for the current user
324 func get_user_save_data():
325         db.query_with_bindings(_get_user_save_data,[current_user_id])
326         print(db.query_result)
327         return db.query_result
328 func get_save_data():
329         db.query_with_bindings(_get_save_data,[current_save_id])
330         return db.query_result
331 #Function to add a new save file for the current user
332 func add_new_save_data(name, difficulty, hardcore):
333         db.query_with_bindings(_add_new_save_data,[current_user_id, name, difficulty, hardcore,
              1])
334         return db.query_result
335
336
337
338
339 #Function for setting up the database
340 func setup(path):
341         db.path = path
342         db.open_db()
343         if not db.query(_create_table_users):
344                 print("Error: users table unable to be created")
345                 return
346
347         if not db.query(_create_table_save_data):
348                 print("Error: save_data table unable to be created")
349                 return
350
351         if not db.query(_create_table_stored_items):
352                 print("Error: stored_items table unable to be created")
353                 return
354
355         db.query("PRAGMA foreign_keys = ON;") # Activates foreign key
356
357 func _ready() -> void:
358         setup("res://game_data.db")
359
```

```
360
361 func _exit_tree() -> void:
362         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
               item_amount(item_id) != 0): # Full Inventory
19                 return "FullInventoryError"
20         else :
21                 # Checks if you can stack the item and either adds a new entry or stacks it
22                 if item_amount(item_id) != 0 and item.stackable: # If the item is in the database
23                         Database.update_stored_item_amount(amount, item_id)
24                 else:
25                         Database.add_stored_item(item_id, 1)
26                         add_item(item_id,amount-1)
27                 return true
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
                            ammount of that item
39                 return true # Indicates that it was successful
40         return "ItemQuantityError"
41
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
                        back to the stored_items/checks if the inventory is full
50                         return "FullInventoryError"
51                 Database.set_slot_value(slot, null) # Sets the slot back to null
52                 return true
53         return true # If there is no item to unequip we have succeeded
54
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"
```

```
                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


func _ready() -> void:
        equip_item("res://resources/equipable/weapon/test_weapon_magic_area.tres")
```

global.gd

```
extends Node
var difficulty: int = 1
var current_level: int = 1

func await_call(n:int,f:Callable):
        await get_tree().create_timer(n).timeout
        f.call(1)

func quit():
        get_tree().quit()
```

6.4 utils

dummy.gd

```
extends StaticBody2D
var damage_taken = 0

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

func take_damage(damage, damage_type):
        print("AAAAAAAAAAA")
        print(damage)
        print(damage_type)
        damage_taken -= damage
        print(damage_taken)
```

test.gd

```
extends Node2D


var db = preload("res://src/database.gd").new()

func _ready() -> void:
        if Engine.is_editor_hint():
                print("yay")
        print(Engine.get_singleton_list())
        var path = "res://utils/test.db"
        var dir  = DirAccess.open("res://utils")

        if dir.file_exists("test.db"):
                var err = dir.remove("test.db")

        db.setup(path)
        test_database()
        db.db.close_db()
        test_inventory()
        Database.db.close_db()

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
```

```
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("Hyru1e", "Password") == "InvalidUsernameError") # Test 6.7.1
36          print(db.login("Hyrule", "Password")) # Test 6.7.2
37          print(db.reset_password("Hyru1e", "Answer", "password") == "InvalidUsernameError") # Test
                6.8.1
38          print(db.reset_password("Hyrule", "answer", "password") == "IncorrectAnswerError") # Test
                6.8.2
39          print(db.reset_password("Hyrule", "Answer", "password")) # Test 6.8.3
40          print(db.login("Hyrule", "Password") == "IncorrectPasswordError") # Test 6.7.3
41
42          print(db.delete_user("Hyrule", "Password") == "IncorrectPasswordError") # Test 6.10.1
43          print(db.delete_user("Hyrule", "password")) # Test 6.10.2
44          print(db.reset_password("Hyrule", "Answer", "password") == "InvalidUsernameError") # Test
                6.7.4
45
46
47  func test_inventory():
48          Database.add_user("test", "password", "answer")
49          Database.login("test", "password")
50          Database.add_new_save_data(1,true)
51          Database.current_save_id = Database.get_user_save_data()[0]["save_id"]
52          Inventory.max_inventory_size = 1
53          #Criteria 12
54          print(Inventory.add_item("res://utils/test_item.tres", 2)) # Test 12.5.1
55          print(Inventory.item_amount("res://utils/test_item.tres") == 2)
56          print(Inventory.add_item("res://utils/test_item.tres", 3)) # Test 12.5.2
57          print(Inventory.add_item("res://utils/test_weapon.tres", 1) == "FullInventoryError") #
                Test 12.5.3
58          print(Inventory.item_amount("res://utils/test_item.tres") == 5)
59          print(Inventory.remove_item("res://utils/test_item.tres",2)) # Test 12.5.4
60          print(Inventory.item_amount("res://utils/test_item.tres") == 3)
61          print(Inventory.remove_item("res://utils/test_item.tres",10) == "ItemQuantityError") #
                Test 12.5.5
62          print(Inventory.remove_item("res://utils/test_item.tres",3)) # Test 12.5.6
63          print(Inventory.item_amount("res://utils/test_item.tres") == 0)
64          print(Inventory.remove_item("res://utils/test_item.tres",2) == "ItemQuantityError") #
                Test 12.5.7
65          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_helmet.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")
```