PUMPKIN SEED FRAMEWORK

Sad Pumpkin Games

Jake A O'Connor

FEATURES

Abstracted base framework for turn-based games.

Modular by design.

Design-, genre-, and platform-agnostic.

Vastly extensible.

ABSTRACTION

Based on James Paul Gee's Unified Discourse Analysis.

'Actors' are any entity that exists within the game.

'Actions' are events that Actors can choose to do.

'Turns' are exchanged between Actors.

OTHER SOLUTIONS

Most are platform-specific. (Requires Unity, etc.)

Most are genre-specific. (RPG frameworks, TRPG frameworks, etc.)

Many are design-specific. (Require stats, require classes, etc.)

CONSTRUCTION

Based in .NET Core for maximum portability.

Threaded for non-blocking performance.

Uses common software design patterns: adapter pattern, bridge pattern, composite pattern, null object pattern, etc.

Fully documented and unit tested.

TIMELINE

Fall '20 – Initial Prototype within JRPG *Thirty Day Hero.*

Spring '21 – Rewrite as standalone framework.

Summer '21 – Rewrite of *Thirty Day Hero* in Unity. Creation of *Basic Checkers*.