**Cue Notes**

**Source Code (Important parts)**

Statemachine (basically glues game together, meant we can work completely separately and easy to merge code)

Save (Neat way to pack up important save information and later distribute it)

Game (Main overworld that initialises everything to game, and runs it. Challenging to create everything needed for the game in pure code(non-gui))

Battle System (logic and graphics for battling. Uses characters (which hold stats and learned skills) and randomly generated npcs to do battle. Challenging to make GUI)

TileMapper(Graphical interface for editing game worlds, which speeds up process and allows creative design)

Actor (Whole framework for collision and interactions which include: add item, scripted npc, portals and worldpieceactor. Challenging to make framework robust enough so that we could easily make the player interact with different types of Actors)

**Libraries and Assets Used**

Only used JSFML (proud of this 😊)

Sprite sheets, and sound effects obtained from kenney.nl for commercial use

Music and supplementary graphics obtained from opengameart.org with at least educational license.

**General walkthrough**

* Go through intro and pick character name.
* Pick up all items in orphanage to showcase sprites changing
* Talk to leuthard and show inventory menu
  + Show how things you pick up are updated everywhere
  + Show skills
* Go outside and talk to trader
* Head east and show off battle system
* After a battle, change zone and quit game
* Open game and continue to showcase saving
* Head to port and take boat back to main

Note: Talk to everyone on the way.