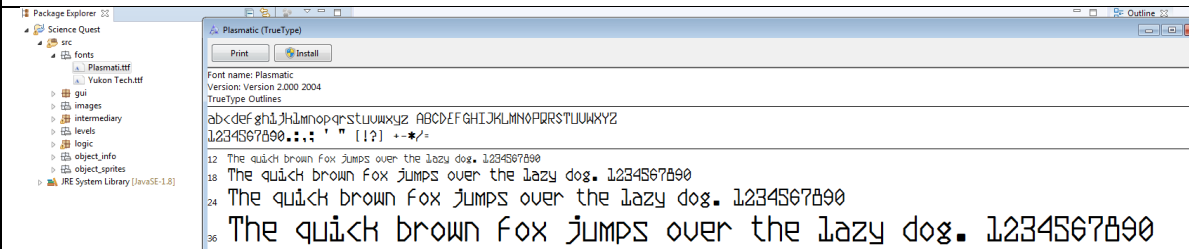
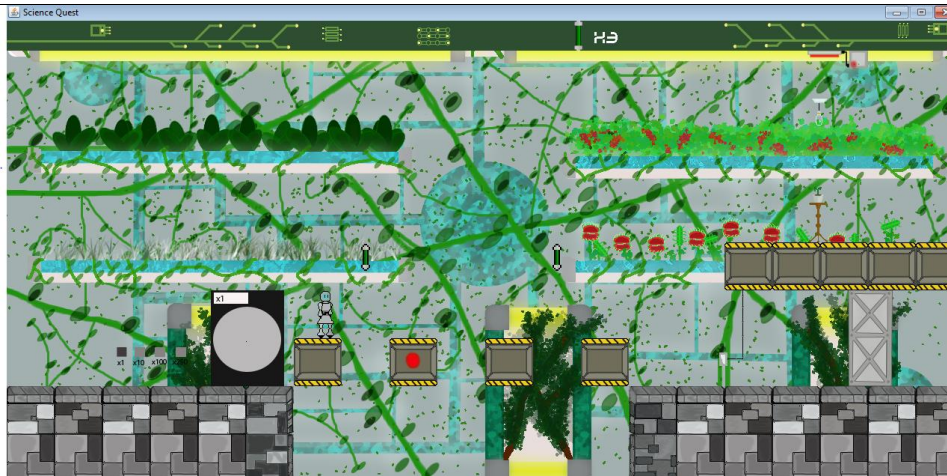


Developing the Coded Solution for Project *Version 5*

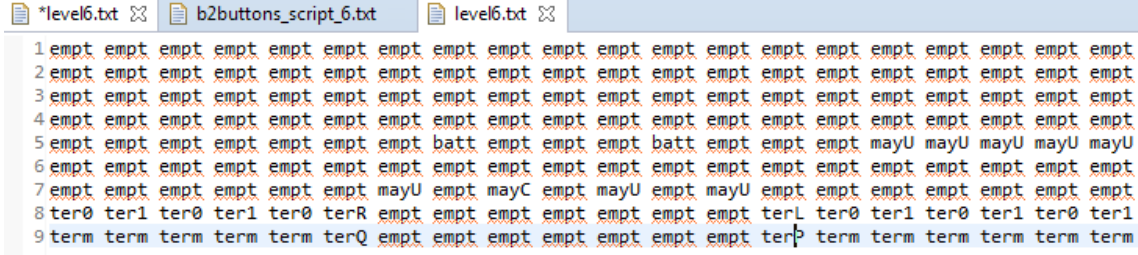
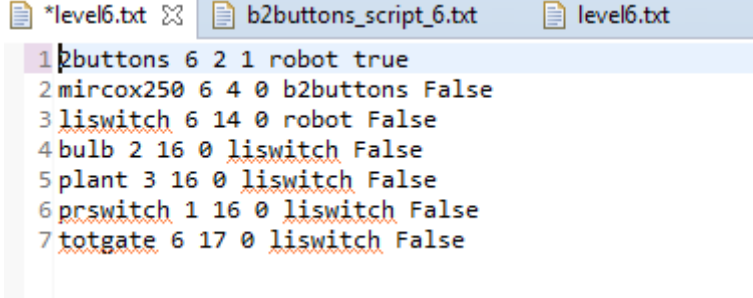
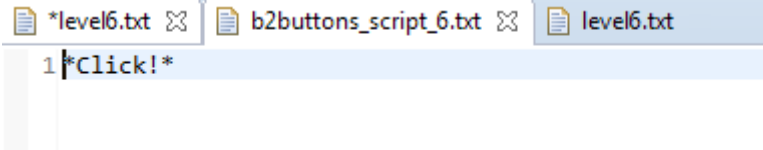
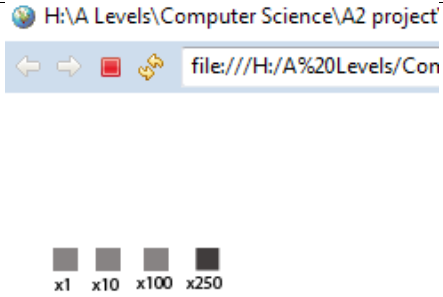
Unlike the other versions, version 5 is mechanically indifferent from version 4 (minus some slight edits), instead it features more text files and images to create levels in the game.

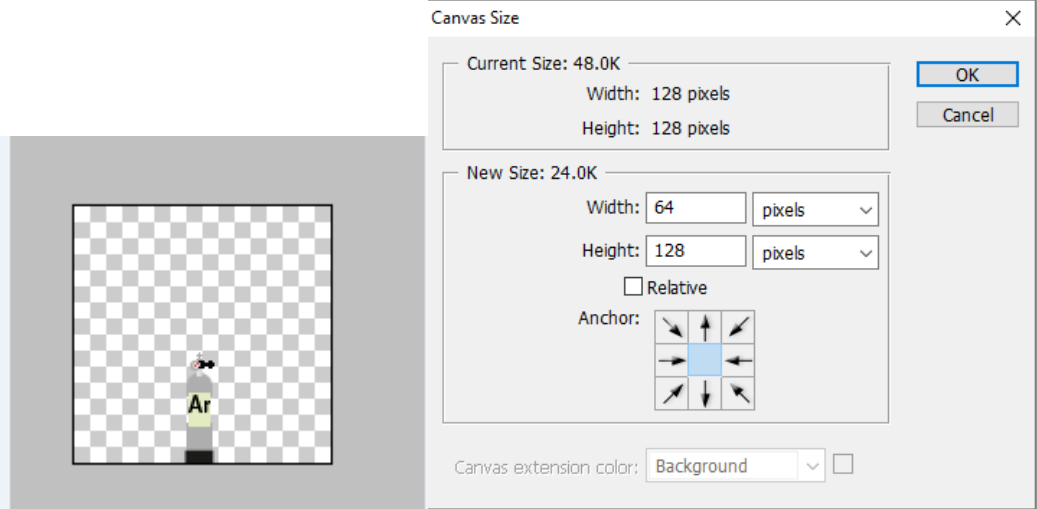
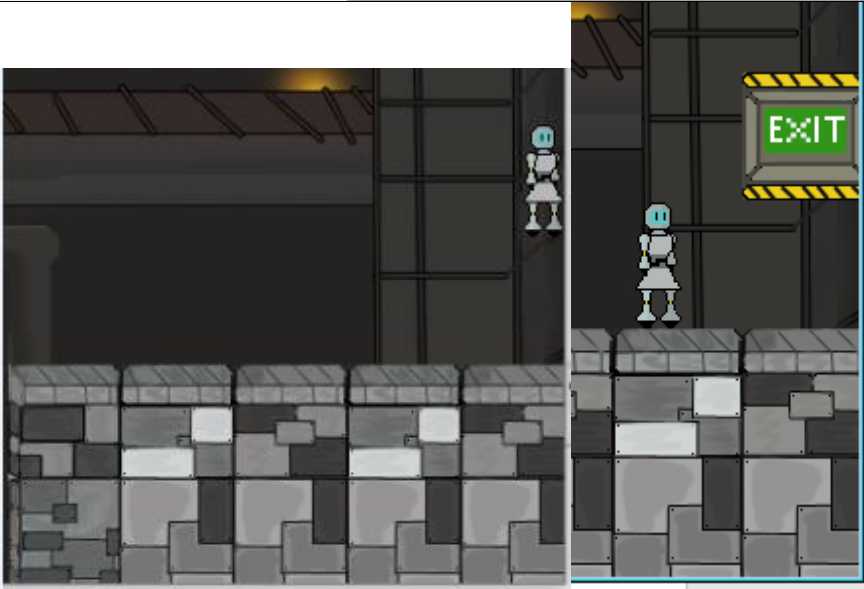



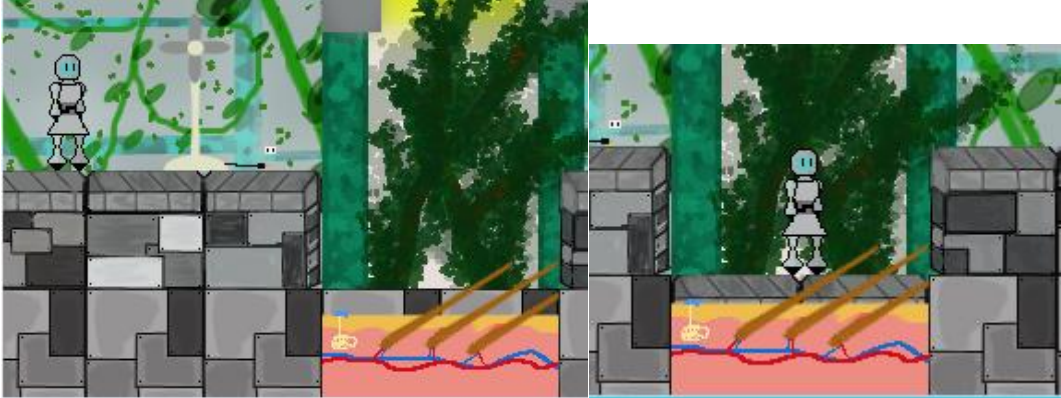
One of the only few differences in code was the change in font for the text in the speech bubbles by importing and new TTF.

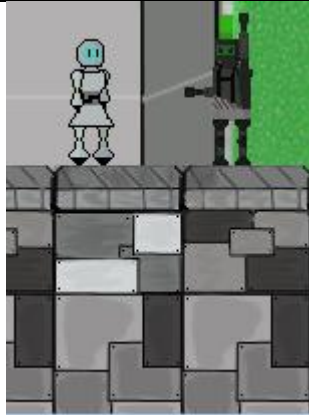


This is level 6 of the game. As the process of creating each level is the same at the core, I will use this level as an example of all the work that separates version 4 and version 5.

	<p>The first step is to edit the <i>tildeMap</i>. This will make up the shape of the terrain of the level. Currently, there are two different types of tiles, blocks and collectibles. These tiles map directly onto the level, meaning that by just using this layout you can gain a visual understanding of what your level layout will look like.</p>
	<p>The next step is to put in the objects. Using the button as an example, it will be six rows down, two rows across, have one line on its script (and does talk) and has no dependency on another object.</p>
	<p>If an object talks, then a script will need to be typed. If NEWLINE is present on a script, it acts like an enter key, and the number of lines need to match the number assigned in the object text file.</p>
	<p>Finally, the images need to be imported into the object_sprites folder. Three images for an off state, three images for an on state.</p>

	<p>EDIT: Multiple images have had their bounding boxes shrunk to make the collisions seem more realistic. In other situations, this was needed due to conflicting with navigation giving the user mere pixels to work with. The process itself consists of taking an image into Photoshop and reducing its canvas size from two spaces (128 pixels) to a single space (64 pixels).</p>
	<p>EDIT: trying to transition to the next level while in an jumping state (that being as you are rising) will cause an error, this will cause the game to crash.</p> <p>This issue is rooted deep into the code, therefore any attempt to change it thus far has led to major loss in game functionality in other areas. This led to the need of a solution that was independent of the code causing the problem.</p> <p>Each level now has an exit block. Not only does this serve as a clue on the first level of how you are expected to transition to the next level, but also serves as a deterrent against jumping before level transition.</p>

	<p>EDIT: Some visual changes, most noticeable is the smoother edges on the cancer in the physics level and the syringe object in chemistry finally getting lit after interaction. These are both aesthetic changes that kept on getting pushed back.</p>
	<p>EDIT: Some tiles on the more complex levels (namely the one with the bases and the pit with the hair) were incorrect. Changes were done to make the edges of these tiles correct to the angle you would be viewing them at.</p>
<p>1 Hey Robot! 1 Hey Robot! 2 How are you awake? 2 My brother in the other room NEWLINE told me about you! 1 Hey Robot! 1 Hey Robot! 2 I've heard about you! 2 I'm expecting great things from NEWLINE you! 1 Hey Robot! 1 Hey Robot! 2 You did it!</p>	<p>EDIT: Script changes, while initially to get rid of typos. User feedback didn't understand the repetition of the kiosks was for an automated effect. Greater variation of kiosk scripts has been added to prevent further misinterpretation.</p>



EDIT: The addition of Henbit, the male robot. As I was not able to make him a playable character, he has been implemented in to the final level, taking some of the kiosk's lines.

Review

As the final version, I was able to have enough content to allow alpha testing with a handful of friends. This led to massive amounts of additions made after the version was complete, as rather than just mechanical issues that I would usually find myself and change. Other people were not only able to find issues I currently haven't found (like multiple typos), but issues I wouldn't have been able to see like bad scripts. With the exit tiles implemented to try and deal with the crashing error, the only further improvements I would make to this version would be in reply to user feedback. This is good as this is will be the version that will be presented to my client.