CS 120 Final Project

Zelda Style Game

Map will consist of different tiles where the player will exit and move to another screen in open boundaries between the map sections.

* + Tile Types –
    - Ground Tile
      * No boundaries
      * Possible have different ground
        + One grass one path
    - Water Tile
      * Need to find item to swim to pass
        + Fish will increase speed
    - Boundary tiles
      * Not passable
      * Can have different colors for different locations
      * Use edge tile.
        + Change players x and y to offset what the moveSpeed is
* How Big will the map be?
  + - * 4 Areas around Map
        + 15 Rows 20 Col
      * Need to make something to move between maps.
        + Target locations and change map
        + Need to have players new position changed on map
    - 1 Town
      * Possibly a ghost town
        + Add Character Sprite
        + Gives info on next step
    - 1 Dungeon
      * + Player will get Keys in the overworld to access further parts of the dungeon
* Items
  + - Flippers
      * Fish will increase swim speed. Fish is found in Dungeon
    - Bomb
      * Found in Map 3. Need Fish to easily get opens up hidden area on Map 2
* Enemies if possible otherwise make game off of puzzles to get the next item to progress.
  + Puzzle is figuring out where to go
* Main Dungeon
  + One room for now with an item. Player will use item to progress

Phases:

Phase 1: Select tiles to build map and save to program file

Write a Story

Keep it simple stupid

Phase 2: Develop Map

Create sprite to walk around map (simple for now upgrade if time allows)

Make sure sprite can walk around the map.

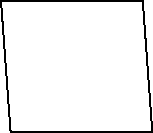
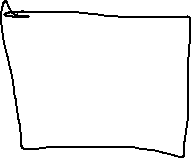
Phase 3: Add effects to tiles on map

Develop Dungeon and village maps

Phase 4: Develop Sprite and what actions will be taken

Develop Items and what their effects will be

Map 1 Map 2



Map 3 Map 4

