

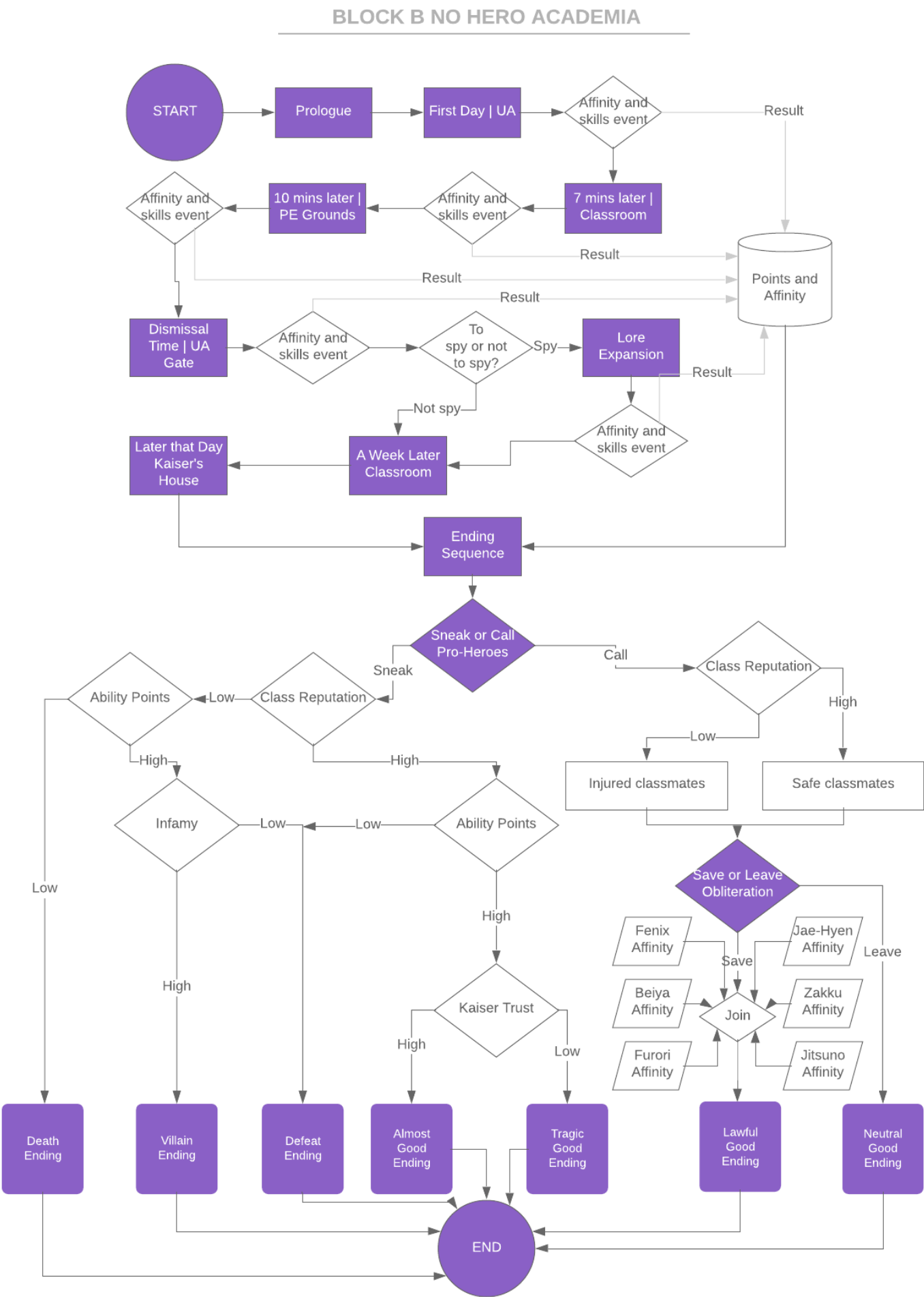
Block B no Hero Academia

(ブロック-Bのヒーローアカデミア)

DOCUMENTATION

I. Story

Our Visual Novel is set in the world of Boku no Hero Academia, a superhero manga/anime series. The endings are mostly determined by the number of points that you have collected during the first chapters and scenes.



II. Save State

```
elif action_type == "save": #creates an object

    dict = {

        "name": "Visual Novel",

        "prefix": "data/01/", #creates data location

        "backgrounds": "backgrounds.json", #contains media used in the game

        "characters": "characters.json", #contains media used in the game

        "soundtrack": "soundtrack.json",

        "start": data

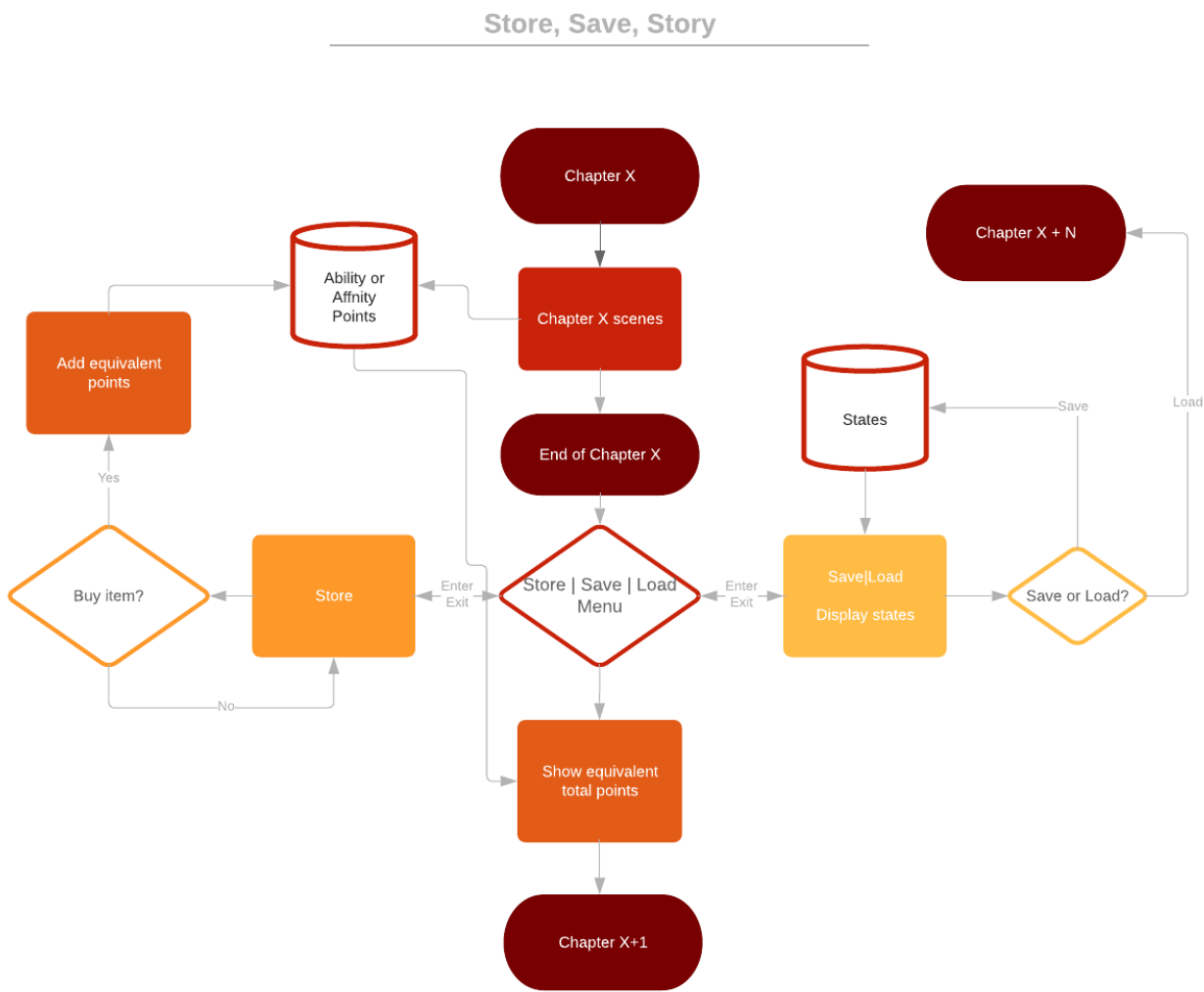
    }

    f = open("data/01/save.json","w")

    f.write(json.dumps(dict)) #contains the data & points in the game

    f.close()
```

III. Flow Charts



A Store|Save|Load Menu is available after a chapter has ended. There, the player can choose to buy items in the store. On buying these items, the player automatically receives the equivalent points that the item provides. This is added to the points that the player has already accumulated throughout chapter events or through previous purchases. In the Save/Load menu, it gives the player the ability to load a previous state or save another state. Loading a state returns the player to the initially saved chapter and their point totals.

IV. Implementation of Flags

The save state function copies and records the state of the player in the game (such as the current chapter and the number of accumulated ability and affinity points), writing it on a json file. If the load function is called, it will read the chosen json file, specifically the lines which contain the chapter to be played and their current amount of points in that specific state.

V. Work Discussion

1. Heeler = coding
2. Cayas = story & art

VI. Comments in Code

The comments in our codes are indicated in the code found in <https://github.com/Misphantom/VisualNovel.git>.

VII. Graphics and External Libraries Used

The only external library used is Pygame. It includes the computer graphics needed to display images and media for the visual novel characters and backgrounds plus provides a clickable interface so that the player could interact with certain images and the code proceeds with the action. This also includes coding that can adjust and reposition media, create an interactive set of buttons, and story-mapping codes.