



# DeuxExamMod

A Custom Terraria Mod Parody of College

By: Jonathan W. & Khai Ha

# Introduction

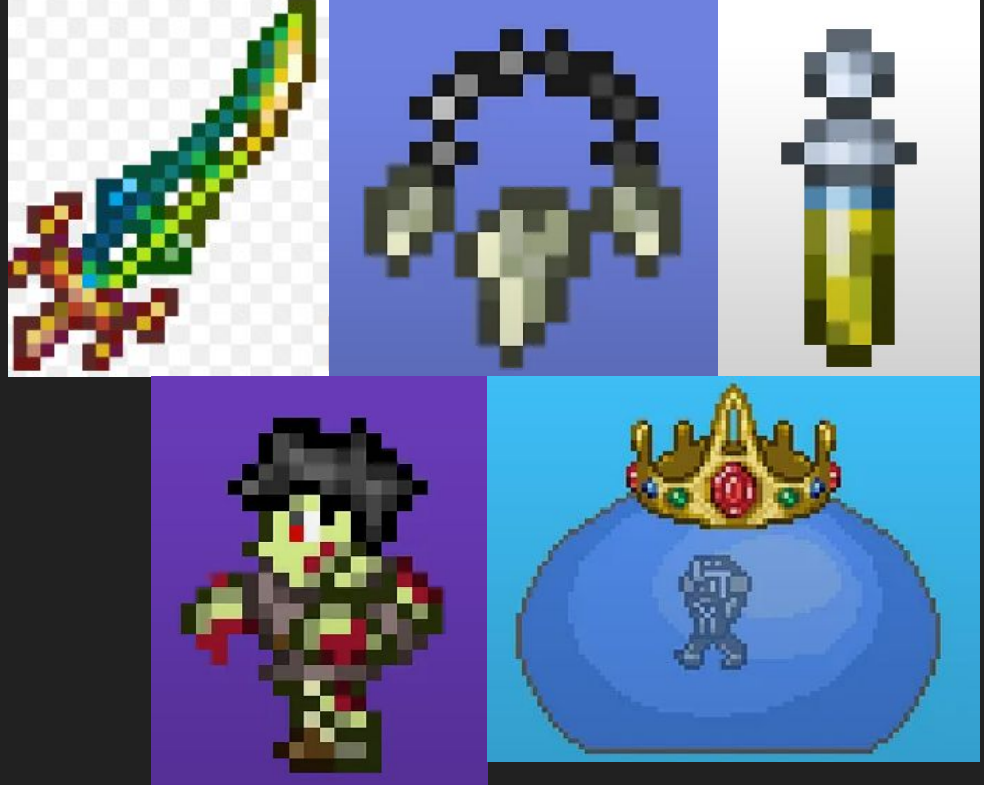
What is Terraria?!



# What did we do?

We added custom

- Weapons
- Accessories
- Consumable
- Monsters
- Boss



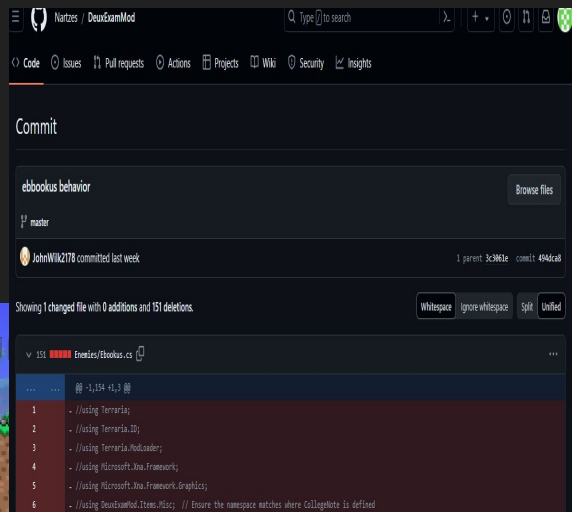
# Tech demonstration

# Planning phase

- Scheduling
- Tools Tmodloader
- Delegation
  - item dev responsibility
  - Sprite creation
  - Coding

# Challenges We Faced

```
16 namespace DeuxExamMod.Boss
17     public class XamLordHead : ModNPC
18     {
19         public override void SetDefaults()
20         {
21             NPC.CloneDefaults(NPCID.SkeletonHead);
22             NPC.width = 20;
23             NPC.height = 20;
24             NPC.damage = 15;
25             NPC.defense = 8;
26             NPC.lifeMax = 100;
27             NPC.value = 100f;
28             NPC.knockBackResist = 0.4f;
29             NPC.boss = true;
30             NPC.noGravity = true;
31             NPC.noTileCollide = true;
32             NPC.aiStyle = -1; // Custom AI
33             laserTimer = 0; // Initialize the laser timer
34         }
35
36         public override void AI()
37         {
38             // Custom AI code to follow the player constantly
39             Player player = Main.player[NPC.target];
40
41             if (!player.active || player.dead)
```



# Syntax issue

What is tmodloader?

Coding blind

Outdated resources

Overriding pre existing properties

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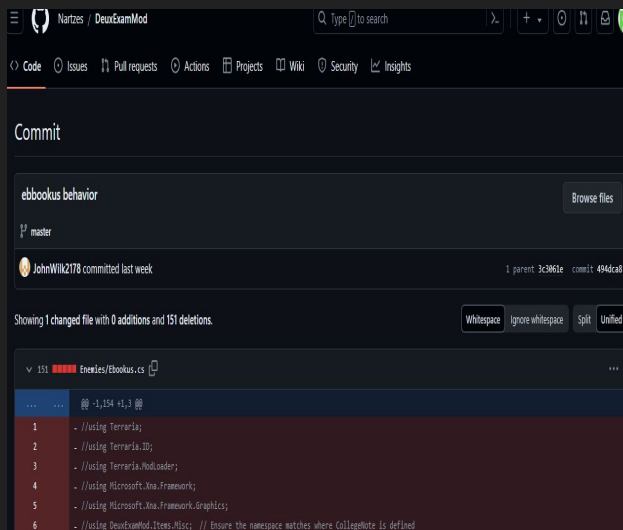


An error occurred while building DeuExamMod  
Compiling DeuExamMod.dll failed with 88 errors and 1 warnings  
Error: C:/Users/John Wilk/Documents/My  
Games/Terraria/ModLoader-1.4.5/ModLoader/ModSources/DeuExamMod/Boss/XamLordHead.cs(1,27): error CS1003: Syntax  
error, ``expected

# Coding issue

Github merge

Ebookus tile behavior



The screenshot shows a GitHub commit page for the repository 'Nartzes / DeuExamMod'. The commit message is 'ebookus behavior' and it was committed by 'JohnWilk2178' last week. The commit details show 1 parent (3c3861e) and commit 494dcab. Below the commit details, it says 'Showing 1 changed file with 0 additions and 151 deletions.' The file 'Ebookus/Ebookus.cs' is shown with a diff. The diff indicates that lines 1 through 6 were deleted, which were the using statements for Terraria and Microsoft.Xna.Framework. The code shown in the diff is:

```
1 - using Terraria;  
2 - using Terraria.ID;  
3 - using Terraria.ModLoader;  
4 - using Microsoft.Xna.Framework;  
5 - using Microsoft.Xna.Framework.Graphics;  
6 - using DeuExamMod.Items.Misc; // Ensure the namespace matches where Colleague is defined
```





# Conclusion

- Did we add what we wanted?
- What's next?! ;)



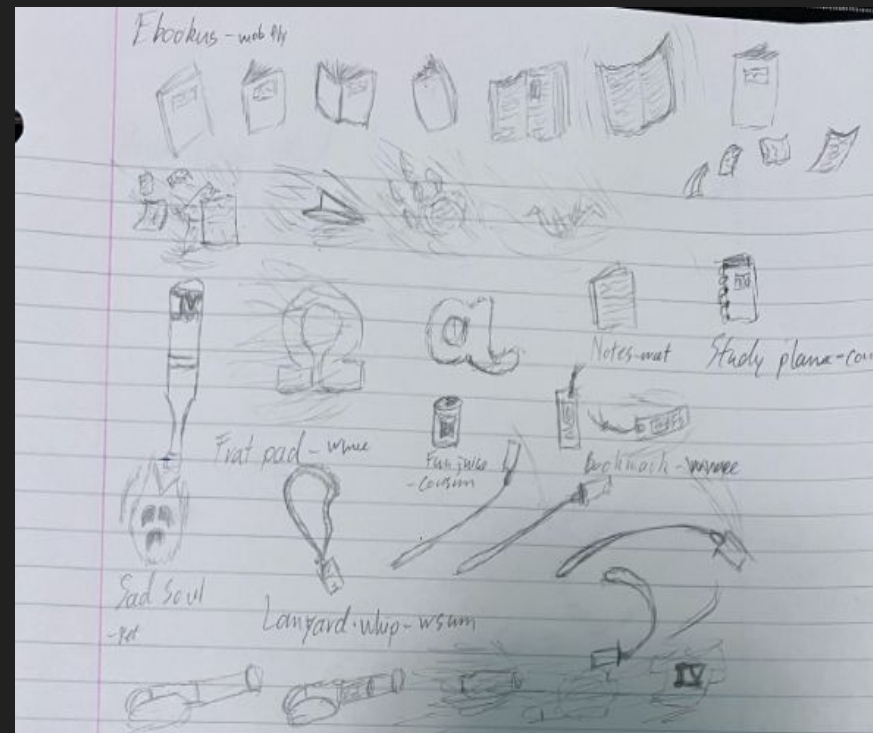
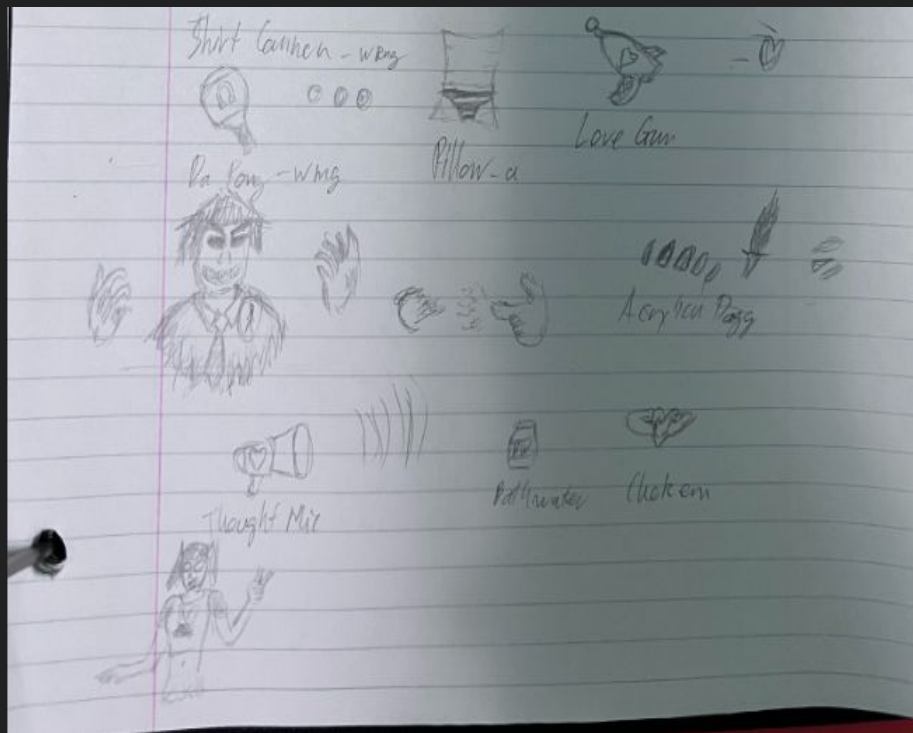
We should have done this on Godot :(

*Fun*

*The  
End*



# Early concept art



# Link to sources of used pictures

Terraria banner art - <https://store.steampowered.com/app/105600/Terraria/>

Terra blade -

[https://www.reddit.com/r/Terraria/comments/h7d330/redesigningdetailing\\_objects\\_6\\_terra\\_blade/](https://www.reddit.com/r/Terraria/comments/h7d330/redesigningdetailing_objects_6_terra_blade/)

Collage sprites - <https://es.pixilart.com/joe-n/albums/terraria-44053>