

Assignment #3: 2D Game Project Process Work

Nathan Reid-GAME 10003-02

Assignment #3-Ideation (1)

Stage 4. Player Must try to set correct fuel usage/engine power by timing their key presses to be within a certain range, then typing in a confirmation code

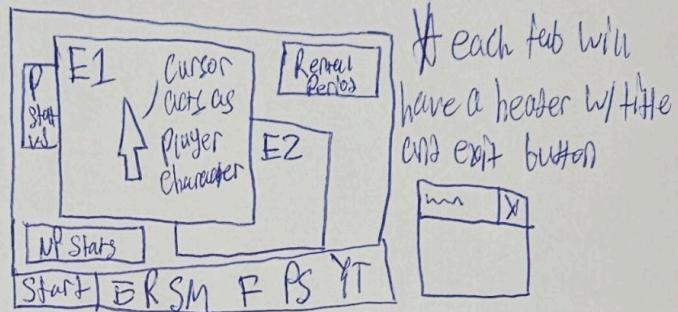
blobs can be multiple inst.s
of a class in array?

Stage 5. To control the fuel consumption, the player must use a block to push blobs of fuel back into their engines (somewhat like trying to score a goal) during hyperdrive travel.

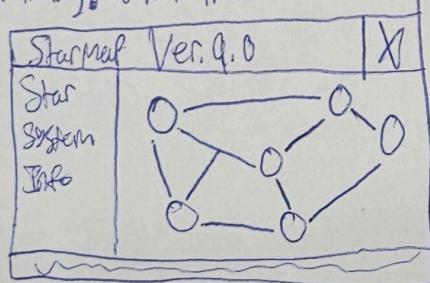
- If the player does all this successfully, they win the game.
- If the entire game proves to be too ambitious, only make Stages 2, 4, 5.
~~Maybe add parts of~~ ~~Stages 2, 4, 5.~~ ~~Only Stages 1, 4, 5 will be put in the game.~~
- Remember to: + Taskbar?
Have 3+ classes (ie. Tabs, Player Character, Fuel Blobs, Knobs/Switches, StarMap, etc)
- At least 1 array (ie. Blobs, StarMap, Maybe Knobs/Switches?)
- Use loops to init. array (do this for blobs)
- Motion (Math for Pt. 2/4, force sim for Pt. 5)
- Collision (do for blobs and have light (basic) collision for things like closing tabs)
+ off Blobs in SS
- Do not put functions within other functions (unless drawing them inside)
- Use State Variables! ~~Remember to do at least 5 commits!~~ Something like Update()

Assignment #3 - Ideation (1) Visuals

- Stage 1: Tabs stacked/overlapping each other. Player must close them to properly view each one.
 Bottom of screen will have a taskbar w/ various programs
 (chat, radio, fuel/lat Management) (email) (entertainment)



- Stage 2¹: Startup will be basic - lines connecting to coloured circles (planets). When player clicks on a planet, an info tab will appear.



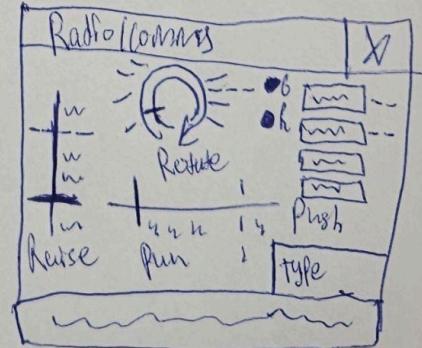
Each tab will have a header w/title and exit button

Side panel containing system info.

Planet info containing stuff player must remember/write down (i.e. Port type, Comms Outpost code, Radio Channel, frequency adjustment, Push Rate/Power (Rotate))

- Stage 2²: Radio/Comms Tab will have tabs/buttons - Player has to adjust these to certain settings/locations.

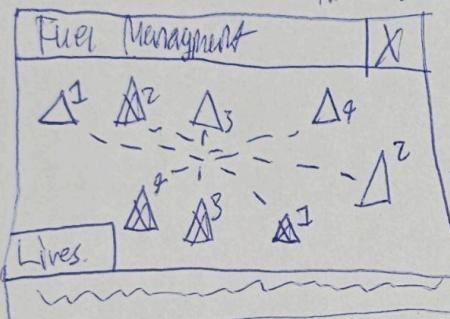
~~Handwritten notes~~



Assignment #3 - Ideation (1)

Visuals

Stage 4: A fuel usage tab will appear - Player Must hit Spacebar when the knob/button reaches a certain point. The button will move faster as time goes on and there will be more buttons on screen later on too.



Each triangle/button has corresponding #'s.
Use array for this?

Do not put this in update() - have it in
Setup() to create a quirky/interesting effect?

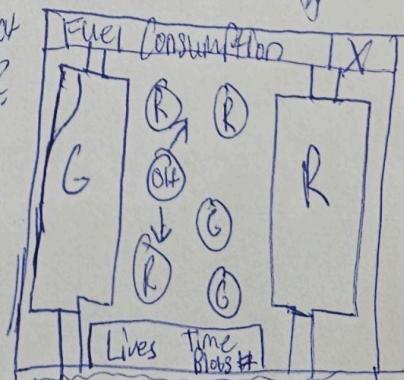
If they fail 3 times, they lose.

Stage 5: Player Must use their Cursor to Push blobs into their respective engines. Engines will be Colored, as will the blobs.

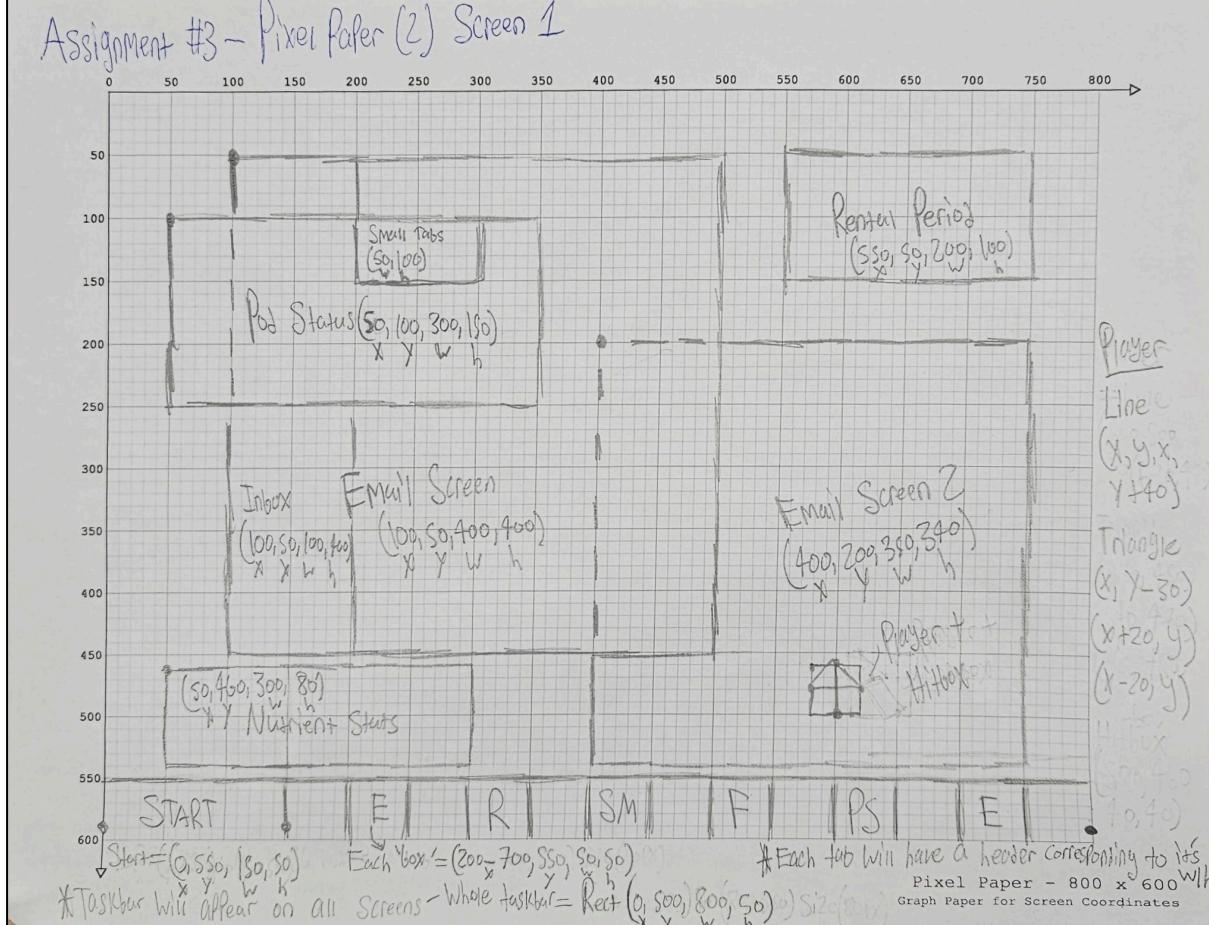
Ex. Green blob goes in Green engine. Player has 3 lives and cannot hit/use overheated blobs. If they touch a off blob or pushes blob into wrong engine, ~~loses~~ moves around randomly OR flies? More spawn in as game conts?

they lose ~~life~~ Blobs spawn faster/more appear at a time. If they lose all lives, they lose.

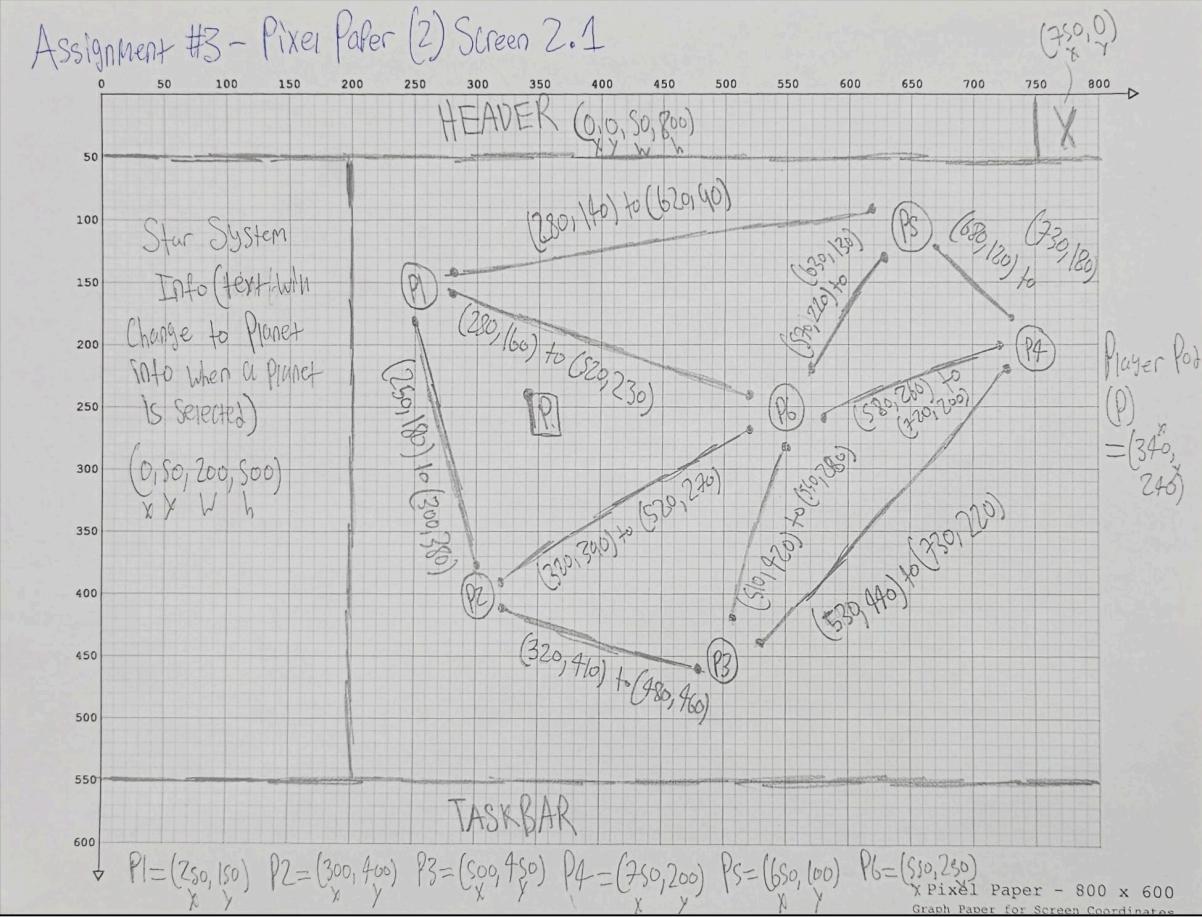
* There will be a timer counting down if the player does not get all blobs into engines, they lose.
* Blobs can collide with each other as well as Player character?



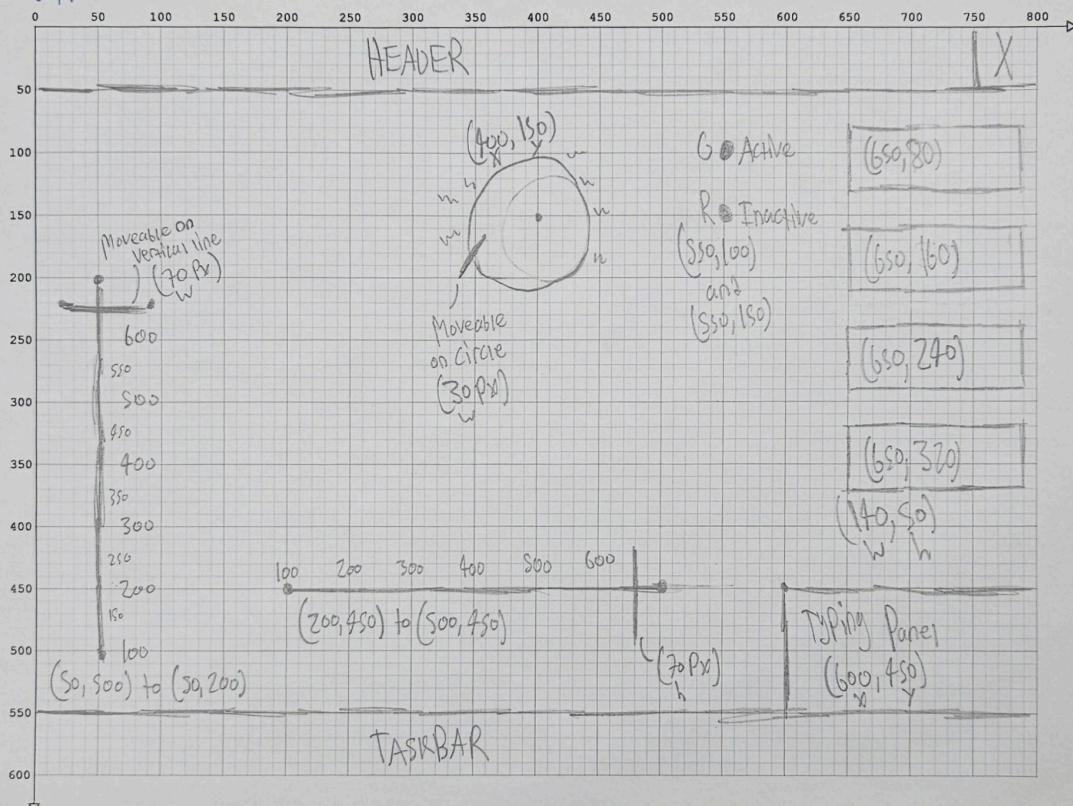
Assignment #3 - Pixel Paper (2) Screen 1



Assignment #3 - Pixel Paper (2) Screen 2.1

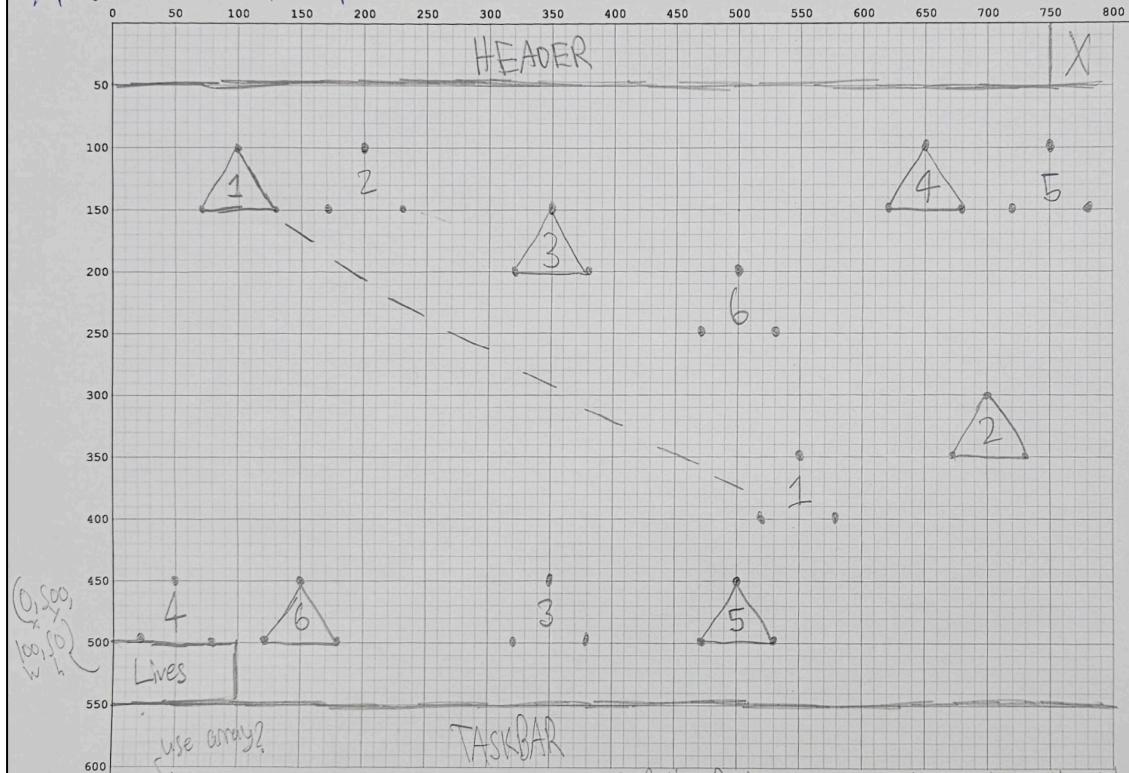


Assignment #3 - Pixel Paper (2) Screen 2.2



Pixel Paper - 800 x 600
Graph Paper for Screen Coordinates

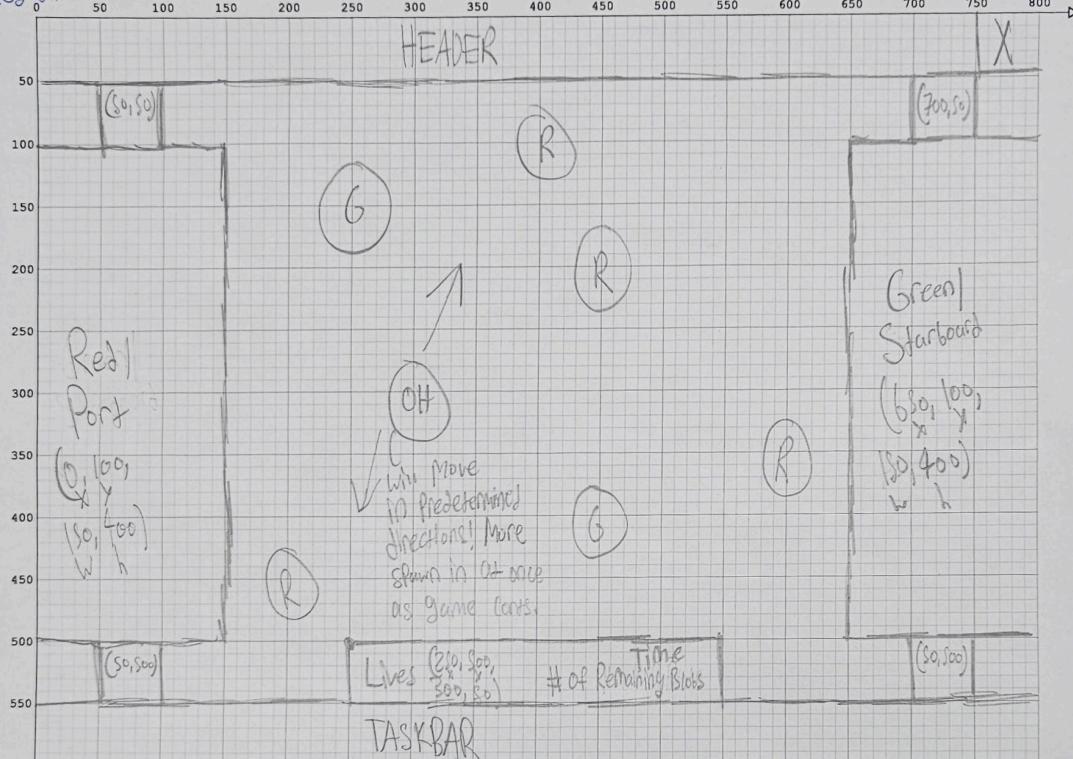
Assignment #3 - Pixel Paper (1) Screen 3



Once Player Completes a Round, this will Reset. Each round, there will be More moving on-Screen at
 6 different triangles will move to their respective positions, based on their numbers. There will be 5 round
 moves and 11 lives in a Game.

Pixel Paper - 800 x 600
 Graph Paper for Screen Coordinates

Assignment #3 - Pixel Paper (Z) Screen 4



* Will Use a Position Randomizer OR a large array of predetermined Positions for fuel blobs.

(i.e. Random Vectors)

Pixel Paper - 800 x 600
Graph Paper for Screen Coordinates

For emails:

Use an array of strings
and pull from it depending
on where player clicks
(e.g. if Prayer Clicks in
— spot, have Email[3]
appear)

Idea: To tie emails into
game loop, have different
characters spread across
several emails. Player must
piece the passwords together
to gain access to minigame.