

Assignment #3: 2D Game Project Process Work

Nathan Reid-GAME 10003-02

Assignment #3-Ideation (1)

- Point-and-Click adventure game where the Player must Navigate Various Screens in order to free themselves from a Digital Nightmare. The Player is trapped in a Pod in Space, filled with Screens to keep them entertained. Wishing for a more fulfilling life, and to rejoin Society, the Player must go through 5 'Stages' to win.
- Stage 1. Largely world-building and setting the stage. For example, emails relating to Protagonist's Self-isolation, days spent in Pod, 'nutrient' panel Status, Pod Status, Pod Purpose (welcome message for user), etc. The system will function similar to a Windows OS system, where different menus will appear. It will not use a classic coronet scheme with a basic look. It also includes warning email about spending too much money.
- Stage 2. The Player must try to contact the nearest company Communications hub on a distant Planet. The Player must search through a StarMap to do this. There will also be a radio channel, where the Player must adjust knobs/switches to attempt communication. This does not work due to the Pod's radio being damaged.
- Stage 3. The Player tries to send an email, but has insufficient funds to pay for 'beaming' (too far away from contact). So, the Player must leave the Pod to initiate their Pod's emergency fuel reserves to transport it to the nearest company outpost. The Player must move a black crown to the nearest ~~stars~~ different positions on-screen before they vanish getting closer as time goes on. too

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

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. ~~It~~

- 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 all parts of~~

* Update: Only Stages 1, 4, and 5 will be put in the game. (2.)

- 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 something like Update())

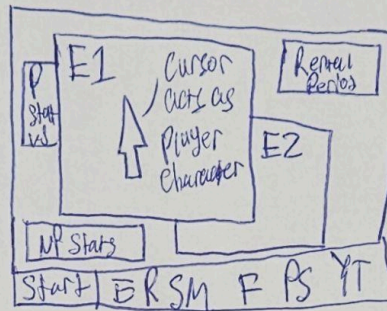
- Use State Variables!

* Remember to do at least 5 commits!

Assignment #3 - Ideation (1) Visuums

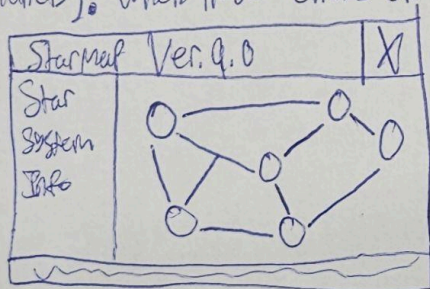
- Stage 1: Tabs stacked/overlapping each other. Player must close them to properly view each one.

Bottom of screen will have a taskbar w/ various programs (mail, radio, fuel/rot management) (email) (entertainment)



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

- Stage 2: Starport will be basic - lines connecting to colored circles (planets). When player clicks on a planet, an info tab will appear.

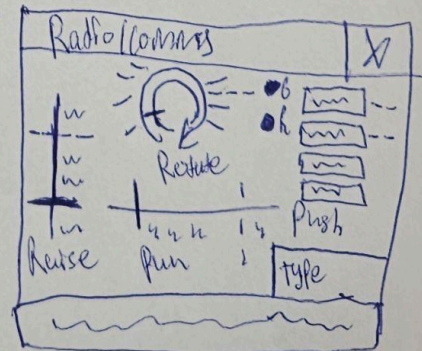


Side panel contains system info.

Planet info contains stuff player must remember/write down (ie. Port #, Comms Dist, Code, Radio Channel, Frequency Adjustment, Rotate, Push)

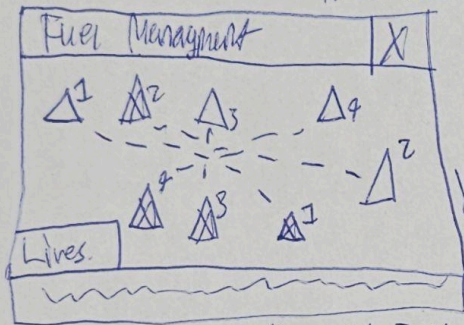
- Stage 3: Radio/Comms Tab will have tabs/switches - Player has to adjust these to certain settings/locations.

~~Radio/Comms~~



Assignment #3 - Ideation (1) Visuuls

Stage 4: A fuel usage tab will appear - Player must hit skater
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 away for this?

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

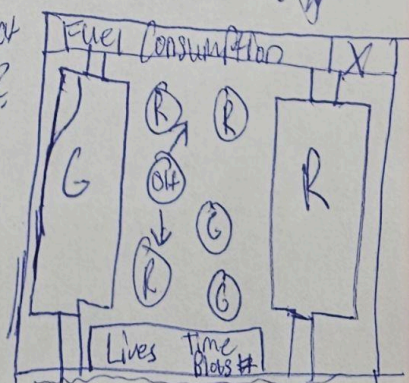
- If they fail 3 times, they lose.

Stage 5: Player must use their cursor to push blobs into their
respective engines. Engines will be colored, as with the blobs.

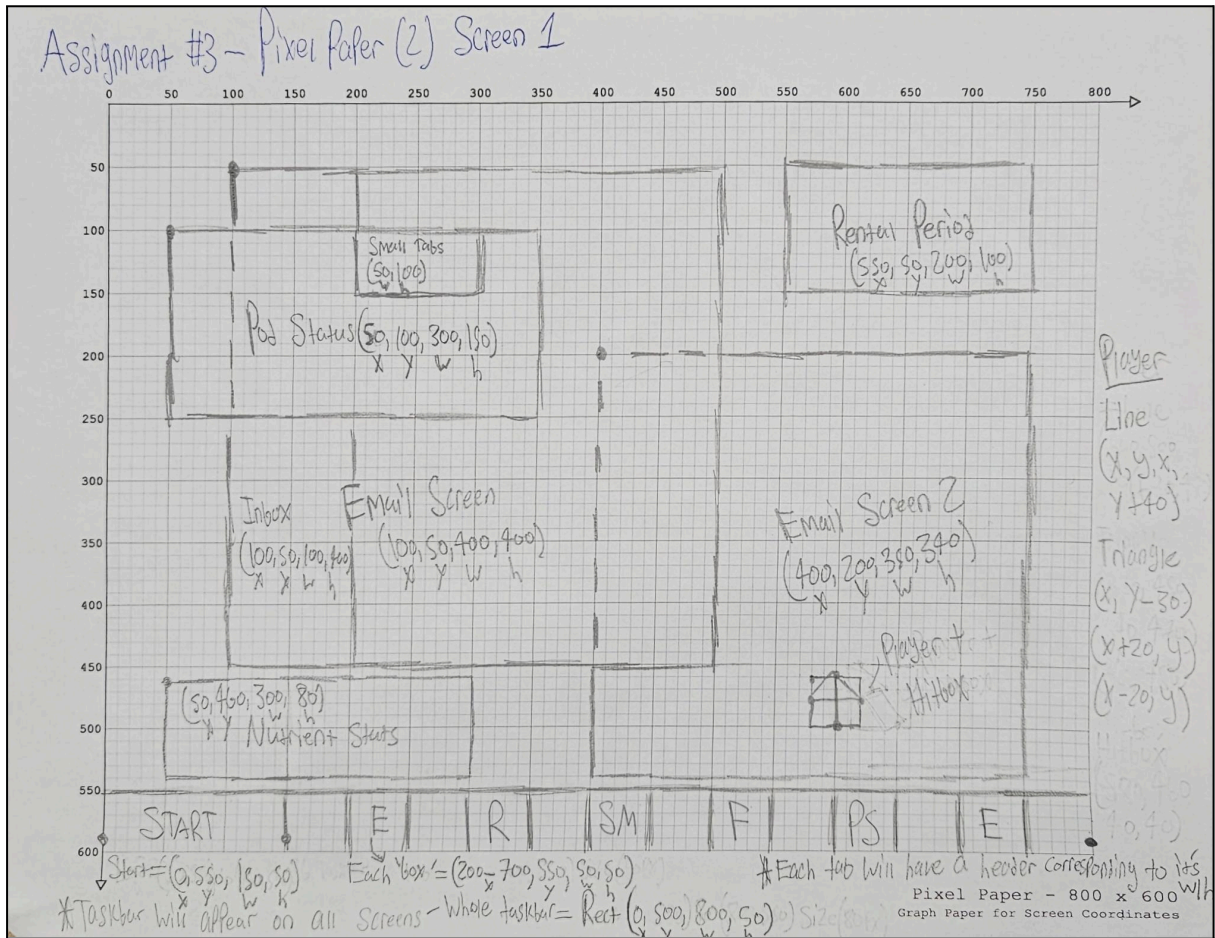
Ex. Green blob goes in green engine. Player has 3 lives and cannot hit/
use overheated blobs. If they touch a hot blob or pushes blob into wrong
engine, ~~as follows as~~ moves around randomly OR fixed? More spawn in as game goes on?

they lose ~~the~~ * Blobs spawn faster/more appear at
a later if they lose an 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?



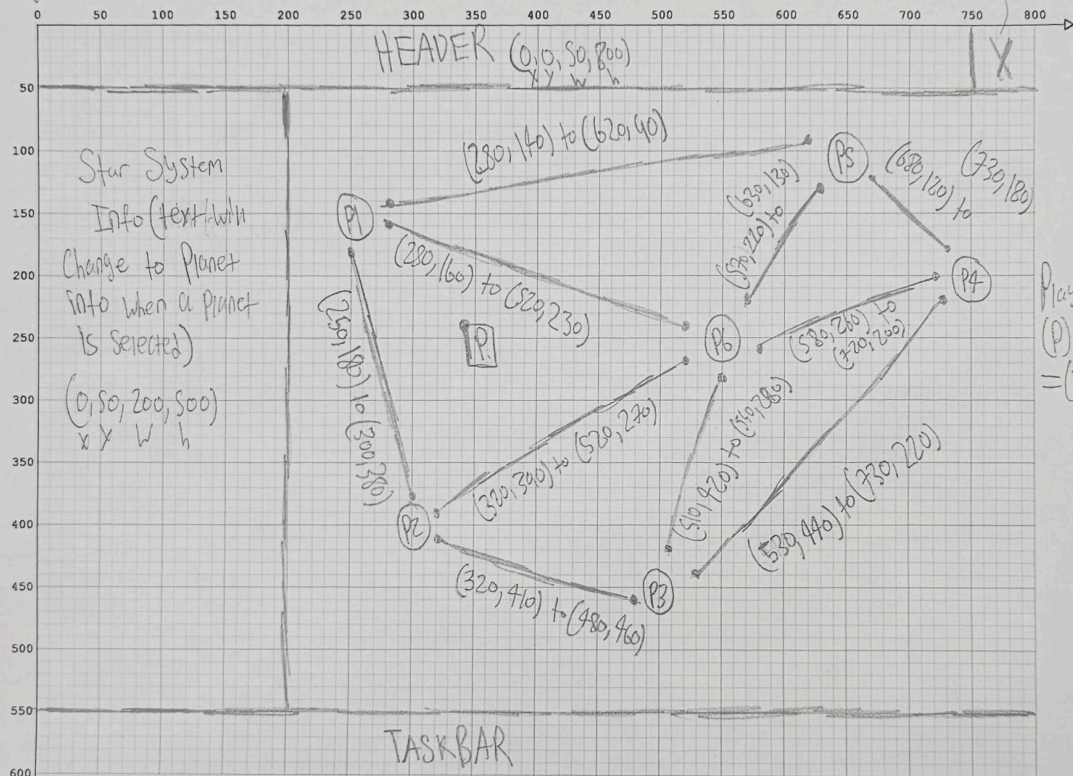
Assignment #3 - Pixel Paper (2) Screen 1



Player
Line
 $(x, y, x, y+40)$
Triangle
 $(x, y-30)$
 $(x+20, y)$
 $(x-20, y)$
Hitbox
 $(50, 450, 300, 500)$
 $(10, 40)$

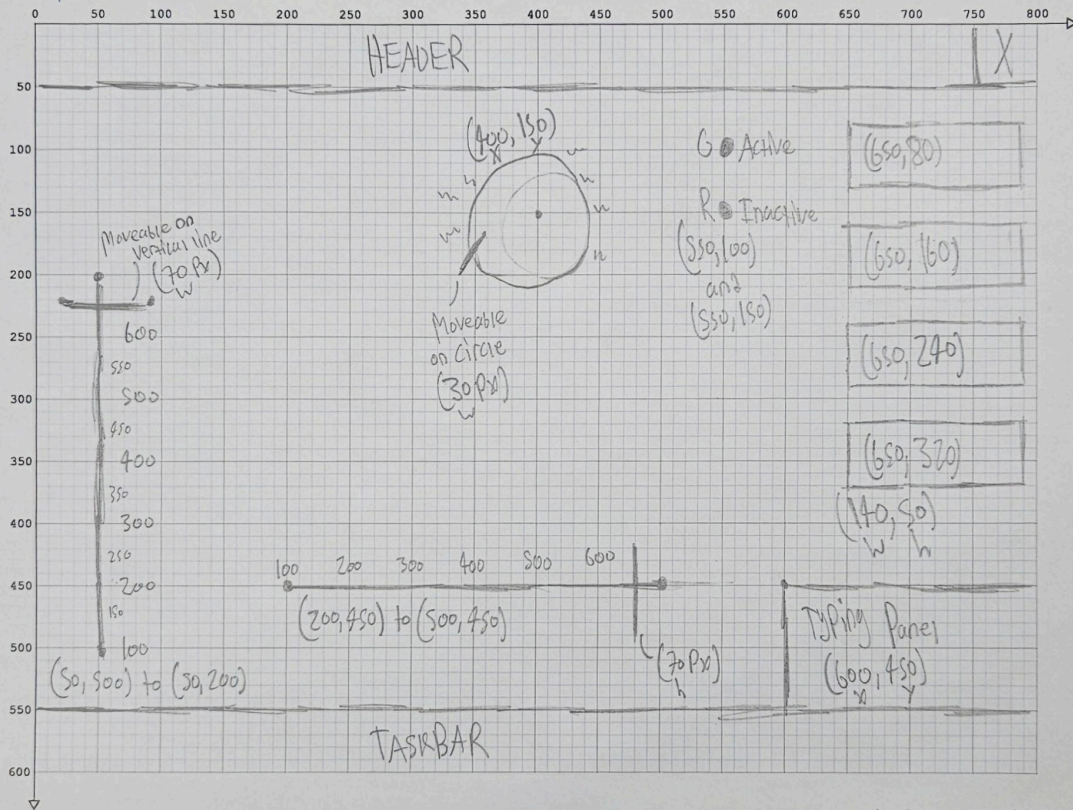
*Taskbar will appear on all Screens - Whole taskbar = $\text{Rect}(0, 500, 800, 550)$ Size 50
#Each tab will have a header corresponding to its
Pixel Paper - 800 x 600 with
Graph Paper for Screen Coordinates

Assignment #3 - Pixel Paper (2) Screen 2.1

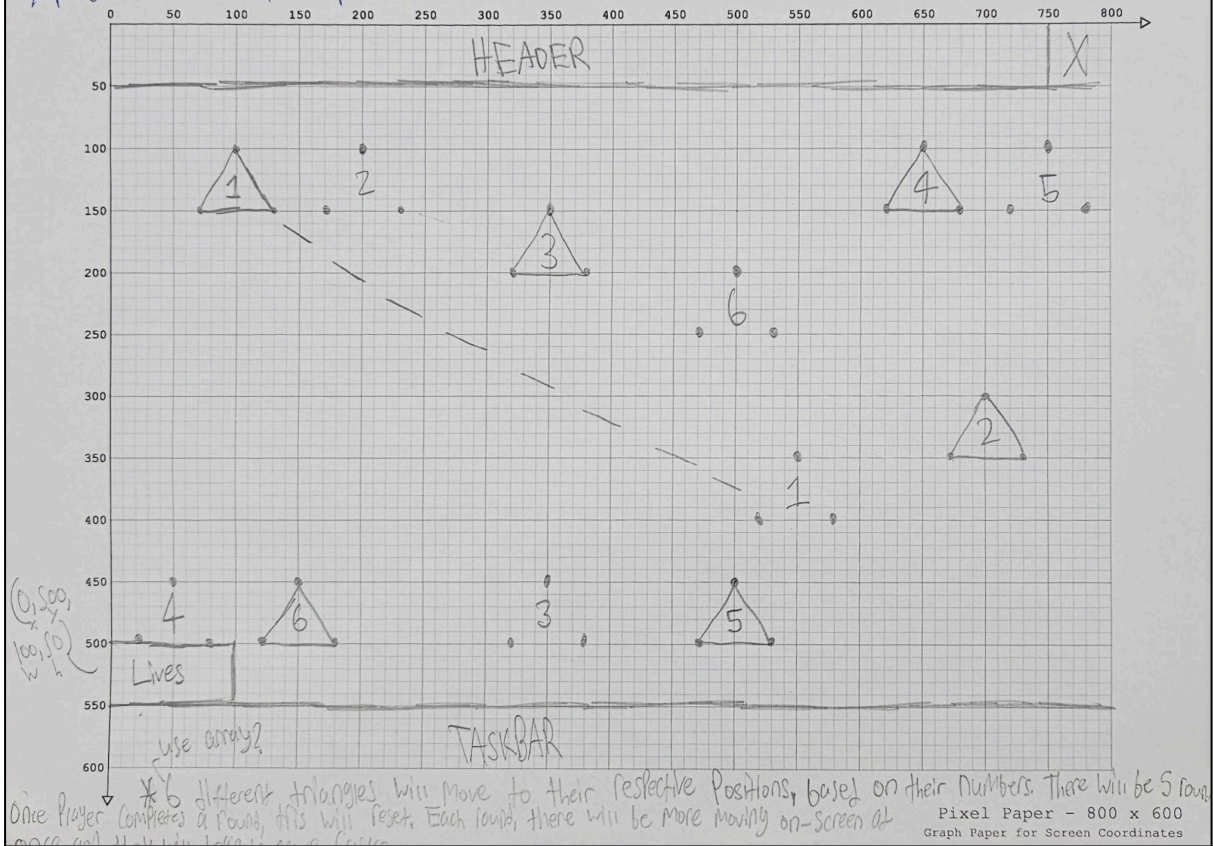


- $P1 = (250, 150)$
 $P2 = (300, 400)$
 $P3 = (500, 450)$
 $P4 = (750, 200)$
 $P5 = (650, 100)$
 $P6 = (550, 250)$

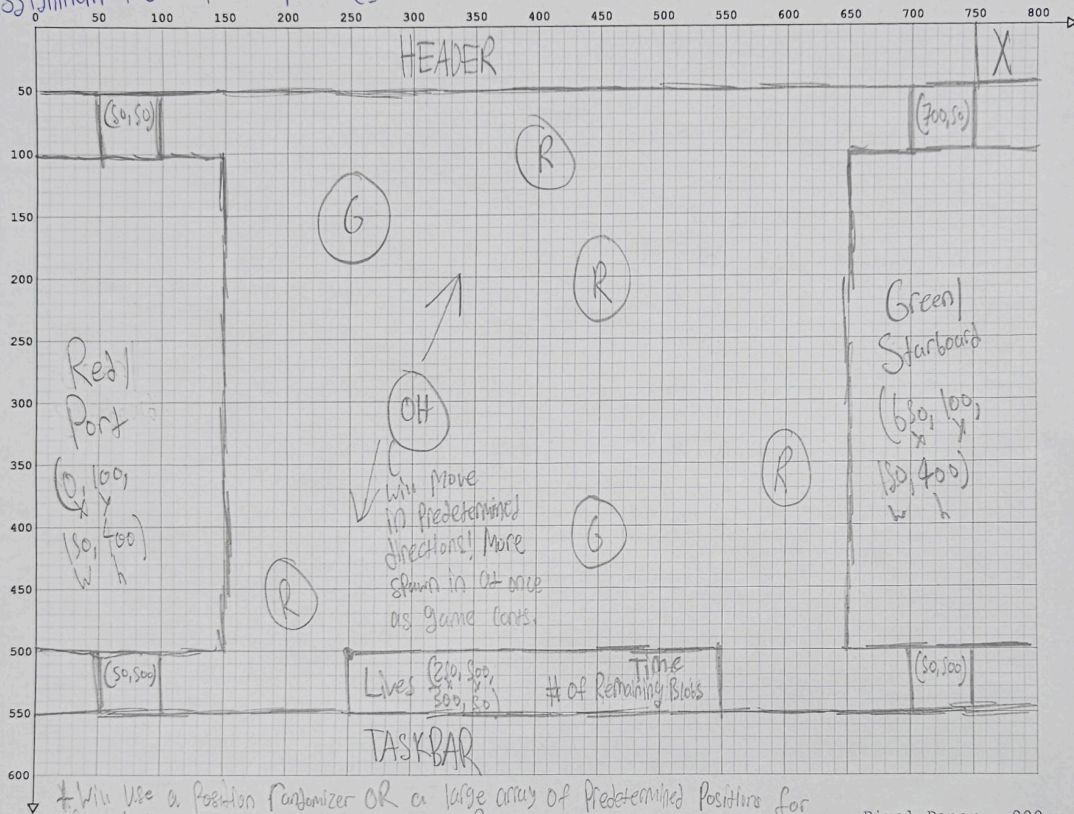
Assignment #3 - Pixel Paper (2) Screen 2.2



Assignment #3- Pixel Paper (2) Screen 3



Assignment #3 - Pixel Paper (2) Screen 4



* Will use a Position Randomizer OR a large array of Predetermined Positions for fuel blobs.
 ie. Random Vectors

* Blobs will either spawn faster or there will

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
(ie. if player 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 password together
to gain access to minigame.