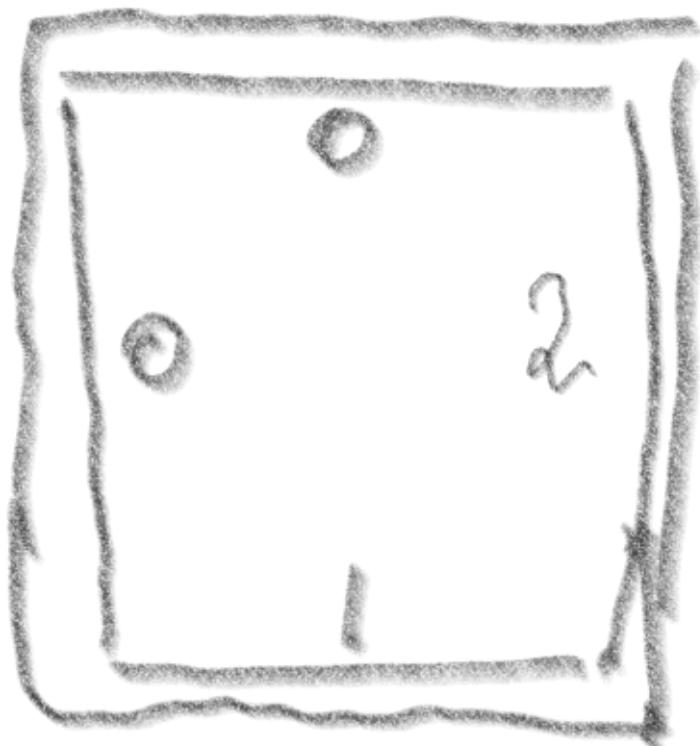


AP Quest



The game tile

- has 4 sides
- each side has
a number

0: free passing

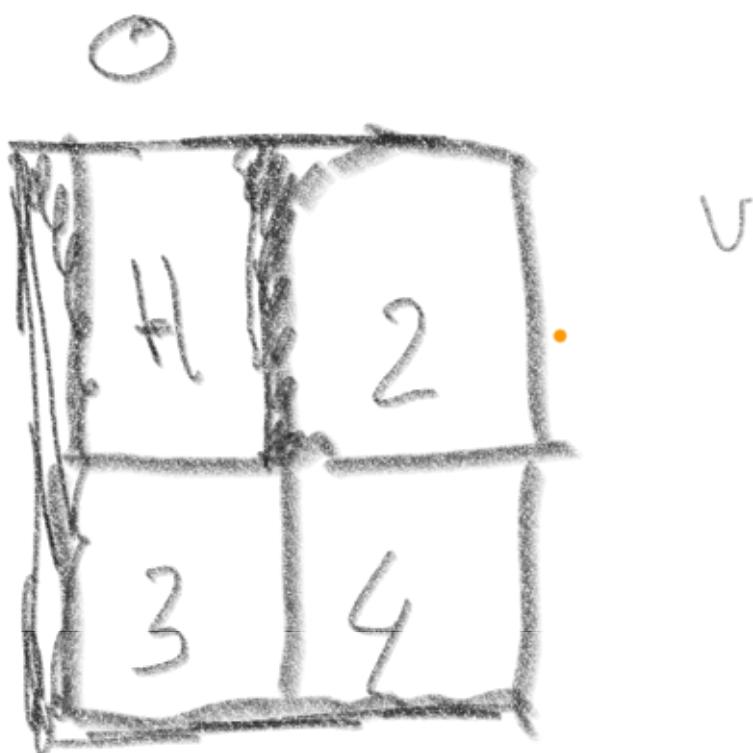
1: wall

2: door

3: lots of options

- hidden door

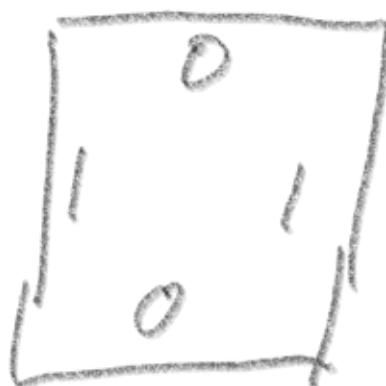
- portal etc



real level (H)

"is allowed to go
to 0 and 3
can attack 4, 3, 0
but can't go to 2

his like



the rendering has
to put @ wall
at the 1's

what's inside the
treasure chest?

- 6C: could be empty
- can be a player
- monster
- treasure
- table

all items have numbers
for example: cards
6/6 sides

D: nothing there

1 : wall

2 : trap

3 : measure

OR

0 : empty

11 : wall

21 : pitmap

22 : map2

31 : emerald

etc:

1: player 1

2: player 2

3: player 3

101: Goldie

102: wolf

1001: table1

1002: shall

... 1 in ...

graphics

the number.

corresponding a image

shown at

if inside viewport

and if visible for
the player (dark?)

also:

a animation number

shows the current animation

step and the corresponding
smile.

Players have four
ways to go so they will
have different sprites
for every direction

some time on animals
would be nice?

Do Monsters have to
face a direction?
So you can sneak behind?
You would need a

Bel of Sprites.

I would go for a
Proud sprite only.



looks the same looking in
any direction

Want streak? Cast
a spell, deku potion

So we have a
JSON:

{ "U": 0 }

"N": 1

"E": 0

"S": 1

"W": 1

"Gumanta": A

number -

number of an undirected
cycle

0: no connection.



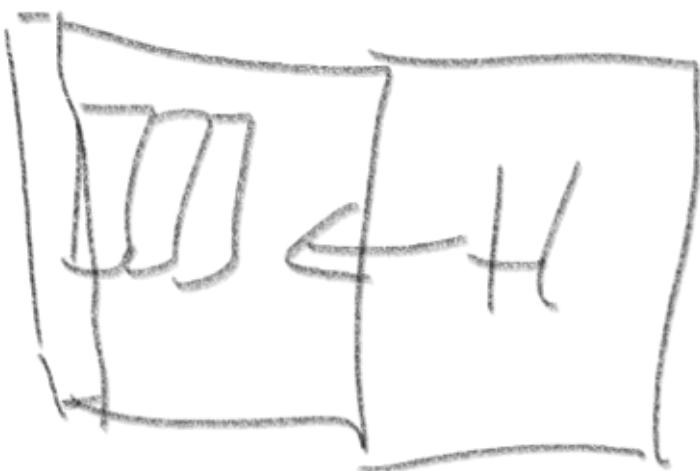
All the numbers
which are walkable
so 0 must be known

2 : grass

3 : road

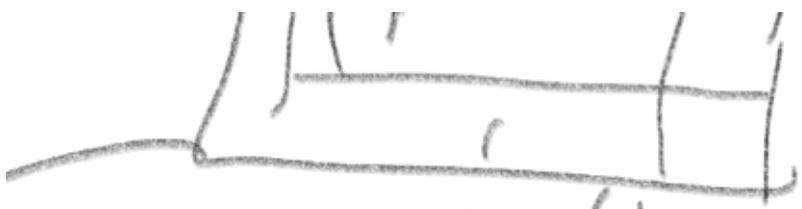
4 : stair

etc:



e.g. walking a stair
has a number (leopard)
to another level.
(part of map?).





So if the hokages
wesl => he goes
to another part