Zelda-Game

This Repository is for Team Alpha Won in CSE 3902 recreating the first dungen from the orginal Legend of Zelda Game. This project will take four sprints to complete to add all the functionallity.

V1

Controls

Controls	Function
Arrow Keys	to move Link around the screen.
A	to for Link to use the sword.
B	to use Items
Q	to quit
R	to Reset

Bugs
  The project has a few bugs right now. One bug is in room 15 you can force move the pushable block from faraway. Honestly might even be a feature. Next bug is with enemies taking damage the sword weapons are not supposed to one hit kill but it does for some reason. The Sound plays multiple times which can crash the game. Link can get hit through doors, which is a result of it not freezing fast enough. Another bug with room 15 is the stairs and how you can ascess them but not steping ont he right block, something with they way the collision is analyzed.

Code Metrics

  - Week 1: 251 Stylistic Recomendations
  - Week 2: 53 Stylistic Recomendations
  - Week 3: 22 Stylistic Recomendations

 IDE0045: Convert to conditional expression
 dotnet_style_prefer_conditional_expression_over_assignment = false
 - Suppressed because doing math in if statement reduces complexity

 IDE0044: Add readonly modifier
 dotnet_style_readonly_field = false
 - Supressed because unknown whether need to be able to modify in the future

 IDE0090: Use 'new(...)'
 dotnet_diagnostic.IDE0090.severity = none
 - Supressed because breaks code if not intialized correctly

 IDE0011: Add braces
 dotnet_diagnostic.IDE0011.severity = none

- Suppressed because doing math in if statement reduces complexity and clean code

IDE0058: Expression value is never used
dotnet_diagnostic.IDE0058.severity = none
- Suppressed because not usable yet

IDE0028: Simplify collection initialization
dotnet_diagnostic.IDE0028.severity = none
- Supressed because breaks code if not intialized correctly

IDE0055: Fix formatting
dotnet_diagnostic.IDE0055.severity = none
- Suppressed because doing math in if statement reduces complexity

IDE0052: Remove unread private members
dotnet_diagnostic.IDE0052.severity = none
 - Supressed because unknown whether need to be able to modify in the future

IDE0032: Use auto property
dotnet_diagnostic.IDE0032.severity = none
- Auto proprerty does not set them up correctly and this needs to be suppresed

IDE0078: Use pattern matching
dotnet_diagnostic.IDE0078.severity = none
- Pattern Matching is not allowed in the current version of C# we are using

IDE0063: Use simple 'using' statement
csharp_prefer_simple_using_statement = false
- This is part is generated monogame and thus we can not modify it

IDE0008: Use explicit type
dotnet_diagnostic.IDE0008.severity = none
- Can not do this because this is part of the monogame

IDE0038: Use pattern matching
csharp_style_pattern_matching_over_is_with_cast_check = false
- Pattern matching is not allowed for current version C#