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
WASD or Arrow Keys	to move Link around the screen.
Mouse Left	Move to left room
Mouse Right	Move to right room
Z or N	to for Link to use the sword.
1	to use Bomb Item
2	to use Blue Arrow
3	to use Green Arrow
4	to use Fire
5	to use Green Boomerang
6	to use Blue Boomerang
Q	to quit
R	to Reset

Bugs
  The projet has a few bugs right now. One bug is that player and enemy projectiles can go through the border and go through blocks. Another bug is that enemy projectiles do not interact with the player. Another bug currently is that enemy when it hits a player and there is a block it gets teleported around. This is to try and ensure that player does not phase through the walls. Another bug is that the enemies are one hit and dies instantly. Another bug is that bomb kills enemies when the bomb hasnt exploded. With the door there are a few bugs. One of this is that only the left and the right work and they iterate to the next door in the sequence, but not in the map. The second bug is that any type of door allows passage including locked and such, it can be fixed easily. The final bug is that when link goes through it sometimes it chnages multiple as link is so close to the next door.

Code Metrics

  - Week 1: 127 Stylistic Recomendations
  - Week 2: 218 Stylistic Recomendations
  - Week 3: 151 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
- Supressed because doing math in if statement reduces complexity and clean code

IDE0058: Expression value is never used
dotnet_diagnostic.IDE0058.severity = none
- Supressed 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
- Supressed 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