

Zelda-Game

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

V1

Controls

Controls | Function

| :--- | :---:

WASD or Arrow Keys | to move Link around the screen.

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

T and Y | to cycle through blocks

U and I | to cycle through items

O and P | to cycle through enemies

Q | to quit

R | to Reset

Bugs

The project currently only allows for one item to be used at a time, such as only one arrow. Link can also change items mid animation, meaning the animations do not complete. When Link uses sword looking up or to the left, link moves back as the animation starts in the top left corner of link. Link can move across the screen without animation due to the high number of frames and low number of animation frames. Currently the game is stuck on 60 frames for everything, would be better it was adjustable.

Code Metrics

- Week 1: 256 Stylistic Recommendations

- Week 2: 683 Stylistic Recommendations
- Week 3: 127 Stylistic Recommendations

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

- Suppressed because unknown whether need to be able to modify in the future

IDE0090: Use 'new(...)'

dotnet_diagnostic.IDE0090.severity = none

- Suppressed because breaks code if not initialized 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

- Suppressed because breaks code if not initialized 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