

## # 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. Another bug currently is that the selector does not select the new items and it is not lined up fully.

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

IDE0032: Use auto property  
dotnet\_diagnostic.IDE0032.severity = none  
- Auto property does not set them up correctly and this needs to be suppressed

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#