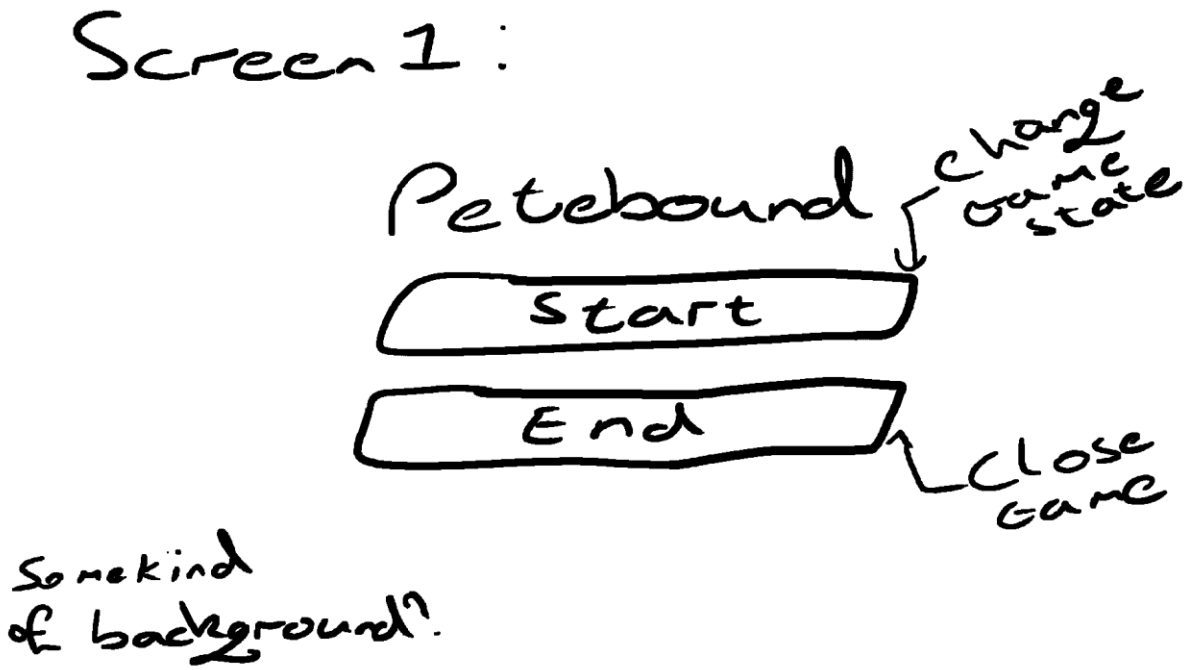
Petebound Concept Document

Screen One – Start Menu:

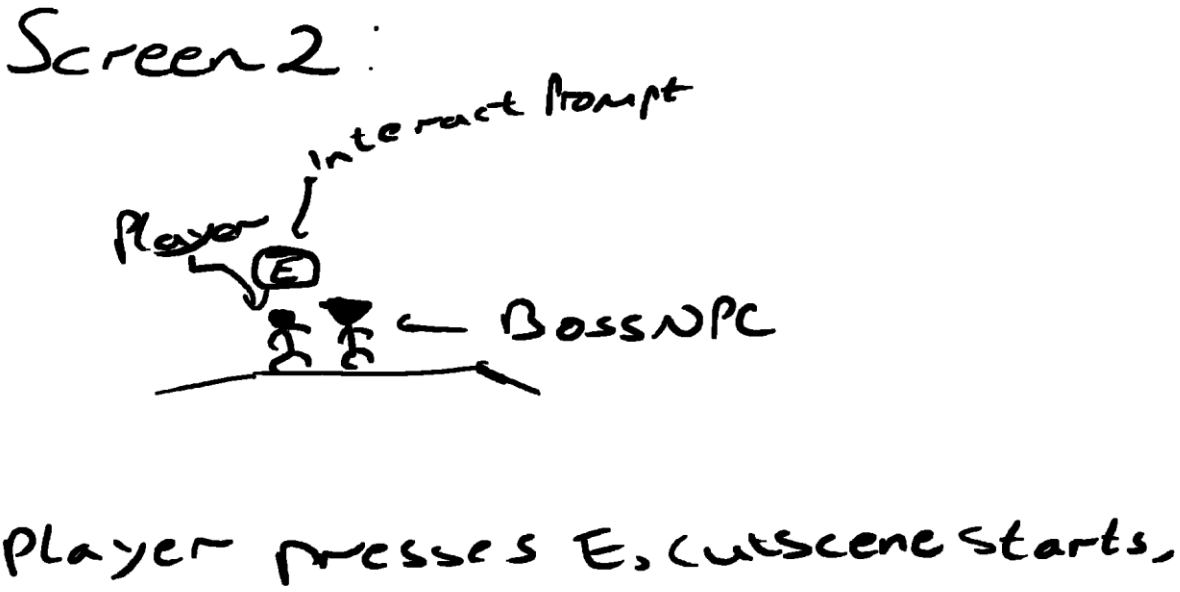


Screen one will display a start menu. The player can hover one of the buttons with their mouse, the button will change its fill colour and outline colour, indicating that the player is hovering over it.

The only input on this menu is the mouse.

POTENTIAL CODE: Booleans to check if the mouse is hovering over the desired button, and to check if the button has been pressed. Enums to simulate a simple state machine. I.E, menu, preBattle, battle, etc.

Screen Two – Prebattle RPG Interact Concept



Context: In many popular JRPGs, theres always a section where you can move around before you have to actually fight the boss/enemy.

The screen will display a black square (player) and a red square (npc).

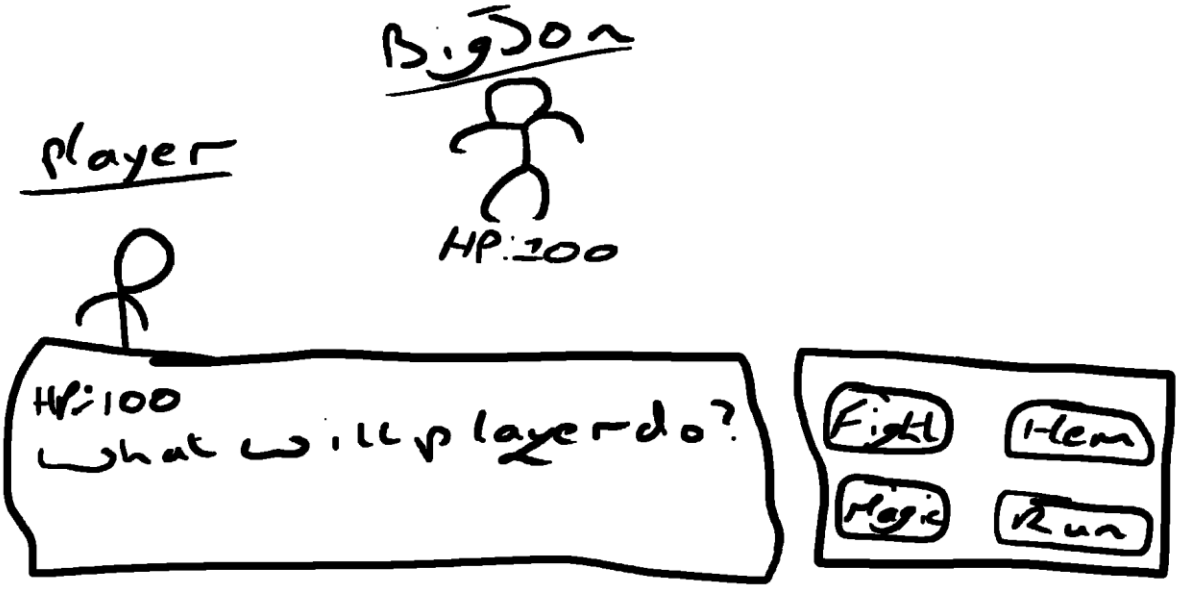
The player can input movement using the <W><A><S><D> keys.

The player cannot walk off the boundaries of the map.

If the player's bounds intersect with the NPC, an interact prompt will appear. If they press the <E> key, then it will transition to the battle.

POTENTIAL CODE: Vector2f, AABB collisions, location, boundary checking, checking if the correct keys have been pressed.

Screen Three – Battle Screen:



Instead of using the mouse, the user can use the <W><A><S><D> keys to select options on the menu, when selected each of these options [bar run] have a chance to deal a certain amount of damage to the enemy, offset by the enemy's dodge chance. (in this case, BigJon).

Selecting Fight will just deal a straight attack to BigJon.

Selecting Magic will bring up a sub menu, with multiple choices of attack which depend on Mana (a resource stat).

Selecting Item will bring up a sub menu, with multiple choices of one-use abilities, that cannot be used again unless the battle is restarted.

In between each attack, the enemy will take a turn.

He will attack based on the player's attacks.

POTENTIAL CODE: Arrays which have each option in them, "weight" variables, so if one weight is higher than another then the NPC will use that attack, instead of another.