A red text on a white background

AI-generated content may be incorrect.

**THE JOURNAL**

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# The Idea:

Before beginning my project. I had to find something to base my game on. My original idea was a Pokémon-like game called ‘Critters’, which would have been a pixel style game where you could catch ‘Critters’ to use in battle, and at the start of the game, there would be a character selection screen which could allow you to pick from different races, such as ogre, dwarf, etc. I found a video that looked promising in helping me make this game.

<https://www.youtube.com/watch?v=fo4e3njyGy0>

This was exactly what I was looking for, I could add the character selection screen onto this, and tweak is so I could be my own game, but then I realized that it was the exact same one a previous student had done. I felt as if I had to do something else, so, I decided to do ‘The Legend of Zelda’, I was able to find a video from the same creator that made the Pokémon game, that being “Clear Code”. This Legend of Zelda style game offers things such as monster battles, different weapon selection, magic, stats upgrade, etc.

<https://www.youtube.com/watch?v=QU1pPzEGrqw>

# First Issues encountered:

After installing the Github file, I attempted to run the code, but I was faced with many lines of things such as

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Saying that the Image directory was wrong, and so I had to go through and fix them all. I had changed all from things like:



To:



After doing this, I was able to run the code, which was great but that’s when the next issue struck. I couldn’t move. There should have already been controls,

Movement: WASD

Magic attack: LCTRL

Magic swap: E

Attack: SPACE

Weapon Swap: Q

Stats screen: M

Stat Swap: ARROWS

Stat Upgrade: SPACE

With all these that should be set, I expected them to work but instead I was met with this.

A video game screen with a cartoon character

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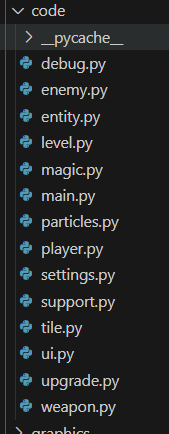
I was unable to move, I was stuck here, nothing was doing anything. But upon looking at the code, I was unable to find that movement wasn’t defined, there was lines there for the movement, except it didn’t work. A screen shot of a computer program

AI-generated content may be incorrect. This Is the weapon class for example, it has it so where if you direction is let’s say down, you have the down attack animation, except there was nothing like “K\_S”.

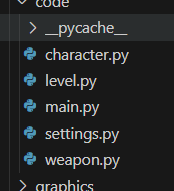
So, I went and added things like



After a lot of trial and error, I was able to get it working. The next thing I decided to do was clean up the files. Originally it looked like this.



and I had moved a lot of the classes into similar files and so it ended up looking like this.



# What I began to add.

I was still wanting the character selection screen, so I wished to add that but first I thought I needed a title screen. The first thing I did to add the title screen was just make an image for the title screen.



I just made it so any button clicked took you to the next thing I coded, the character selection.

I spent a lot of time on this part. Each character animation was cut up and wasn’t actually a sprite sheet, so I had to spend time manually cutting up the images and ended up with 5 characters.

Sam

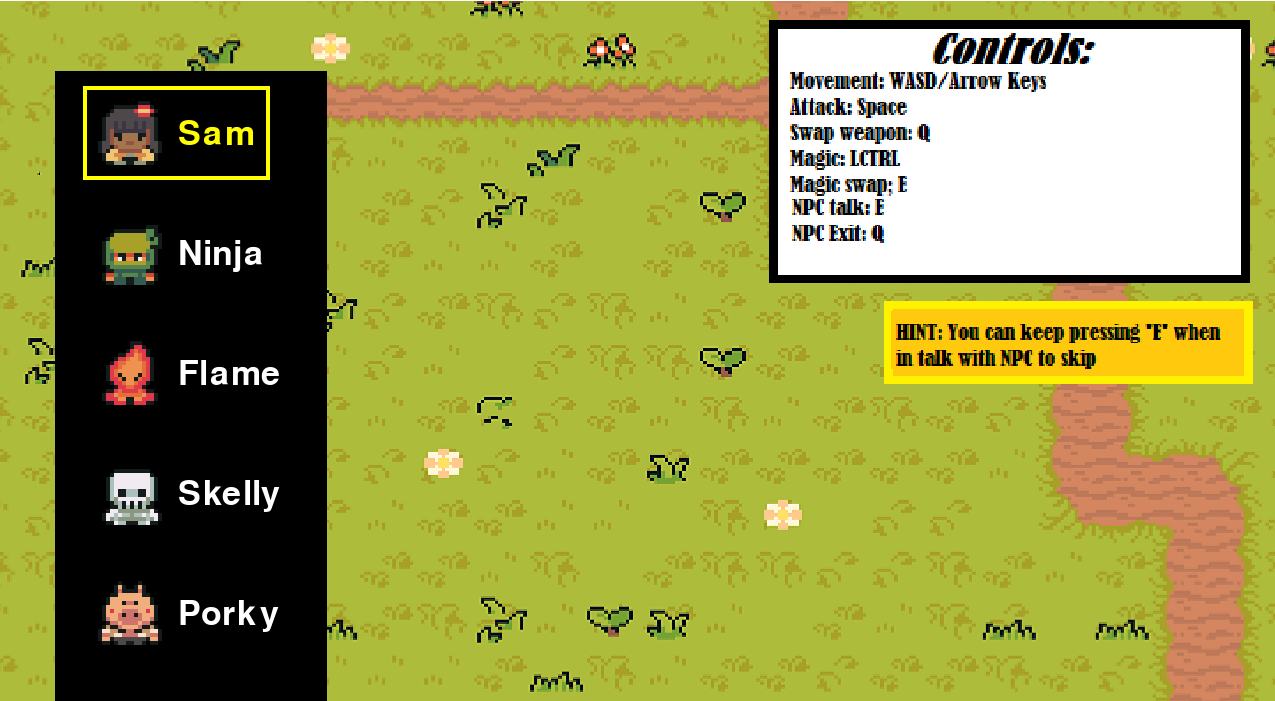
Ninja

Flame

Skelly

Porky

Which looked like this:



After adding this I decided to finally work on the lore. The NPC.

I just cut up another image except this time only 1 animation, this made it easy and I was able to have npc as like a talking statue. And after adding some text I came into to the issue of quests. I wanted to add them but I was struggling but when I decided to make a big decision.

# The Restart

I decided to restart and make it terminal based. I feel this was the right decision for continuing with this project as it was becoming too much to make before.

I went into this first making my first print statement which has stuck since.

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I didn’t know where I was going with this but I knew I needed lore, so I thought id start with this.

Then I thought. What do I want my code to be? What game? Should I go back to my critters? Create something new?

I decided that ill keep my original ideas with race selection but then base the game off my idea for ‘The legend of Helga’.

I had asked a friend, Chatgpt, to make me ASCII art for a title page but it kept giving me

“The Leoend oE helpa”

And I had to fix myself

A black sign with orange letters

AI-generated content may be incorrect.

But then after doing this all I would see in chat is like filename and what not straight into this with my print statement right afterwards, so I started implementing this to “Clear screen”

A screen shot of a computer

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But, because I had no sleep prints, it went straight into my lore start rather then waiting on the title page.

So I added

A black rectangle with colorful circles and text

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I now have a working, and good-looking title page section. My next course of action was some classes.

# Adding Classes

The first 2 Classes I made was a race class and a player class.

First, for the Name. I made an basic input statement within the code.

“name = input(‘What do you wish to be called’)’

And in my player class I had

”self.user = name”

Next was Races. I wanted a few races, with some secret ones.

I made a basic system that just gave each race a name, strength and health

A screen shot of a computer

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This here set the Basic stats for the races which I then added a dictionary afterwards

A screenshot of a computer program

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This was im able to print a list of options for the player to choose from which im then able to add to my player class.

Next. I wanted the player to have a friend to talk to so I added a npc class called Dime.

(Dime as in Darrel Dimebag, my favourite Guitarist)

I made it so they were a human class.

# Expanding the story

I just began adding print statements to this to build and actual story and added a few inputs which brought you to the first fight selection. I had 3 options.

I worked on o