First build user instructions

How to interact with this build and what each element symbolises for the main game in the future

When first launching the build, the user will be met with a mood selector.

The user may select a “big mood” from this dropdown menu.

The mood that the user selected will consisted of 3 values that the player must try to get as close to as possible. After selecting a mood, the user will be taken to the main game and the big mood’s values are displayed in this scene as well as the gardens current 3 mood values that will all start at 0.

Whilst in the game scene the user can see the number of objects placed in their garden, the objects placed in the other players garden objects (these values are currently none functional and just for show), the number of action points that the user has to remove objects and the number of action points the user has for adding. Currently these numbers can be increased and decreased by pressing the keys 123 and 4.

The hot seat function is operational as when the user enters the scene they will be greeted by the player 1s turn message and be taken to the player 1s garden area when the user presses the end turn button the player 2s turn message will be displayed and the camera will reposition to focus on the player 2s garden. Latter a button will be implemented to allow for either player to change view to the opposite players garden so that they may plant flowers in that players garden as well as their own.

At the bottom of the screen you will see the object selector using the navigational arrow buttons to the left and right of this selector the user can brows through all the objects they can spawn in the game these will later be the plants. When one of these objects are selected currently, they will spawn into the scene in a random position. When in the scene they will add their mood scores to the garden’s current mood value. Currently all objects in the scene will affect the overall current mood value. Latter each player will have a current mood value for their garden and only objects in that garden well effect the gardens respective current mood vales.

Too the middle right of the scene there is a pixel art painting and couch these objects are test objects for the grid. Currently the user may left click on them to move them around the scene using the mouse. When “picked up” in this way by the user these objects will be semi transparent so as to allow the user to see the grid beneath them and know if the grid will allow them to be placed here. As of now the user cannot place these on the grid however latter these objects will interface with the grid to show if they can be placed on the tiles they are hovering over, as well as when over the appropriate place the user will be able to drop them into the grid where they will snap to the appropriate place. Later the functionality of these test objects will be combined with that of the objects that are spawned by the selector so as to create placeable flower objects. Can both interface and be placed on the grid and affect the overall current mood value of the garden.

In the middle of the scene there is a default grid object that consist of multiple tiles as well as one that is in the middle of the view for player two. These grids represent player one and twos gardens, currently the user may click on these to set a tile to active and show the green sprite for that tile and click again to open the tile meaning that the sprite will return to its original white version. Latter these tiles will have the garden sprites attached to them and have their colour values tinted to reflect different states instead. These states will latter serve to allow for the placement of object in allowed spaces.

If the user right clicks the mouse, they will spawn a new grid, this is only to showcase that the program can spawn grids. Latter this ability will allow for the spawning of different grids for possible different garden shapes if required as well as spawn different grids on top of the first such as if a player was to place down a pond then a pond grid may be spawned on top of this allowing for water based flowers to be placed on the pod grid but not the regular starting garden grid.

The user may press the escape button to quit.

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