PROJECT: FOX

A game made by team Aang Gang

MEET THE TEAM

Alton Dupre -

Project Lead

And combat programmer/designer

Ryan Trinh-

UI designer and combat programmer

Christian Che

Systems Engineer

Art, Design, & SFX

Sam Ashenafi-

UI Design

Blaire Newburger

Systems Optimization

Robert Smith-

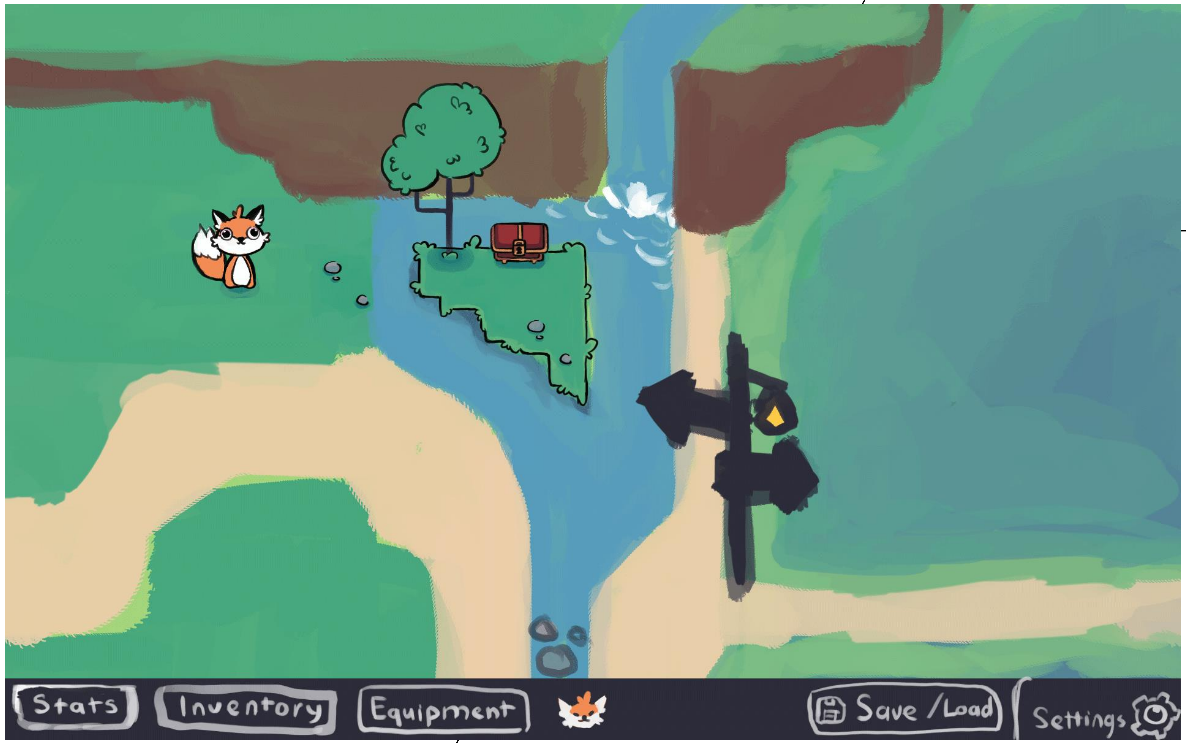
Room and environment design

SUMMARY

Project: Fox [name pending] is planned to be a turn-based RPG, using the library raylib to assist with rendering the game and helping with input for the controls.

Our team's name "Aang Gang" was decided from one of our team members having a profile picture from the show Avatar and we all just went with it

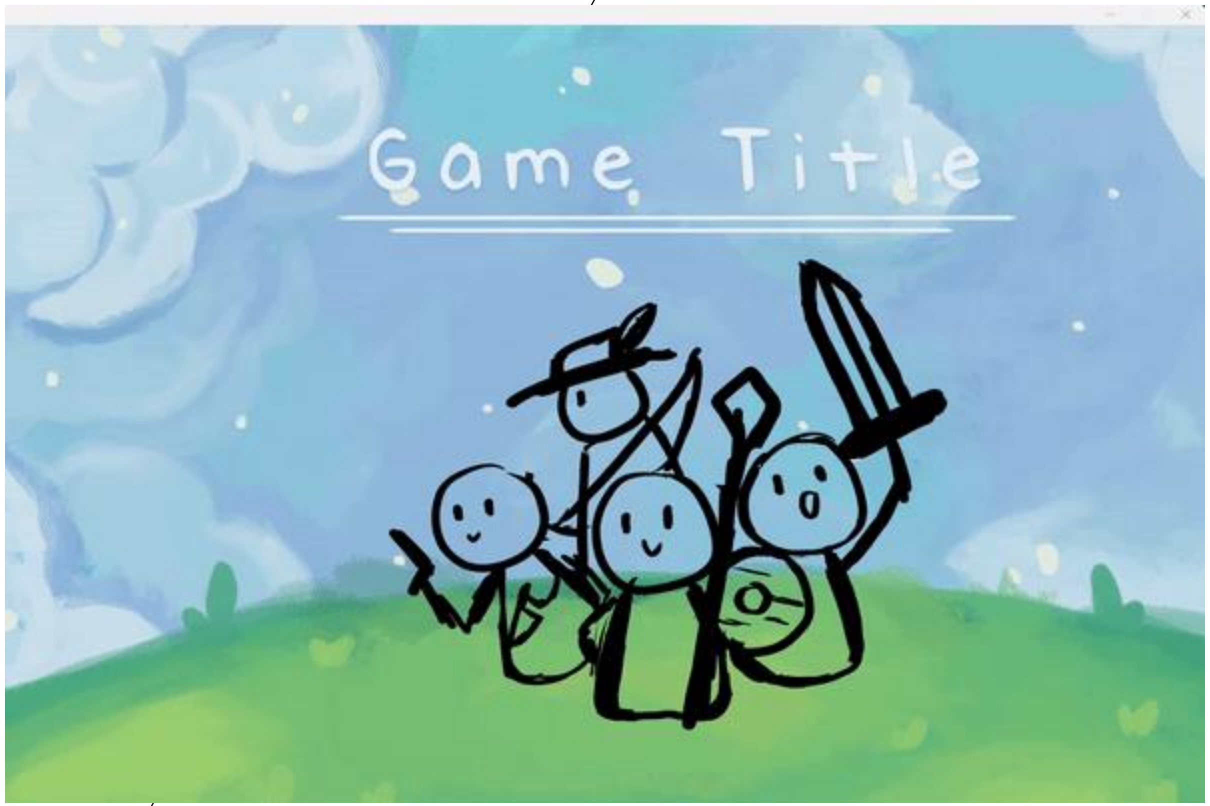
Project: Fox comes from how one of the first test assets for the game was a drawn image of a fox



Concept art of the game

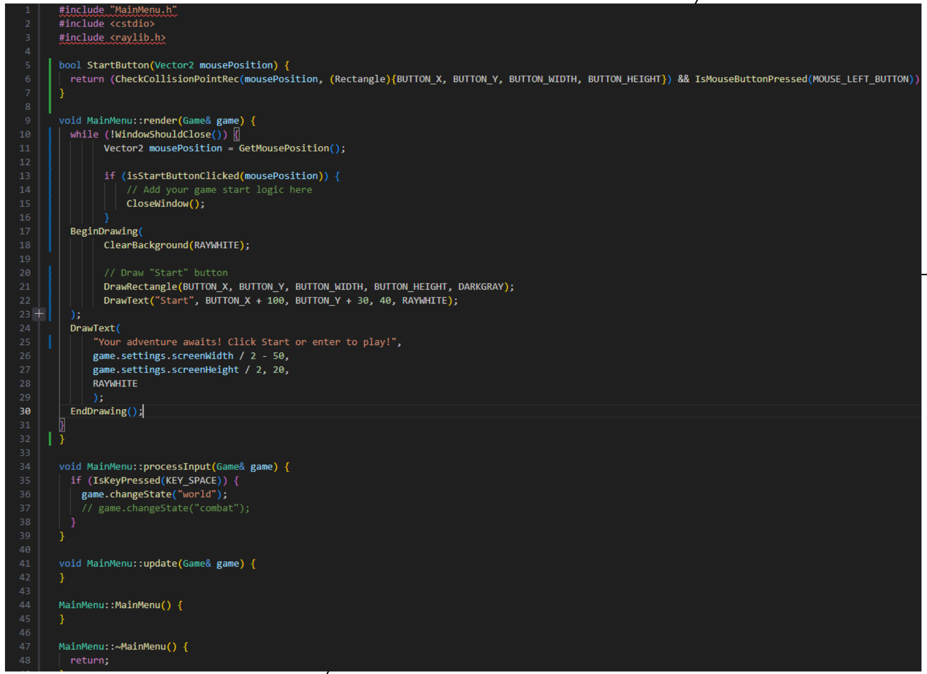
UI (MENU/SCREENS)

- Raylib has many useful functions to simplify the process
  - LoadTexture
  - LoadFont
- Future Plans
  - More animations when first loading in
  - More interactive elements

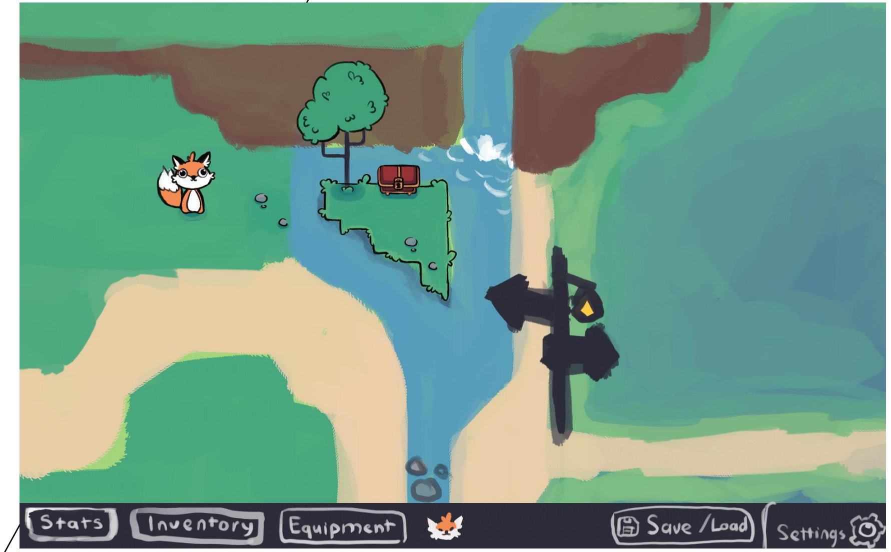


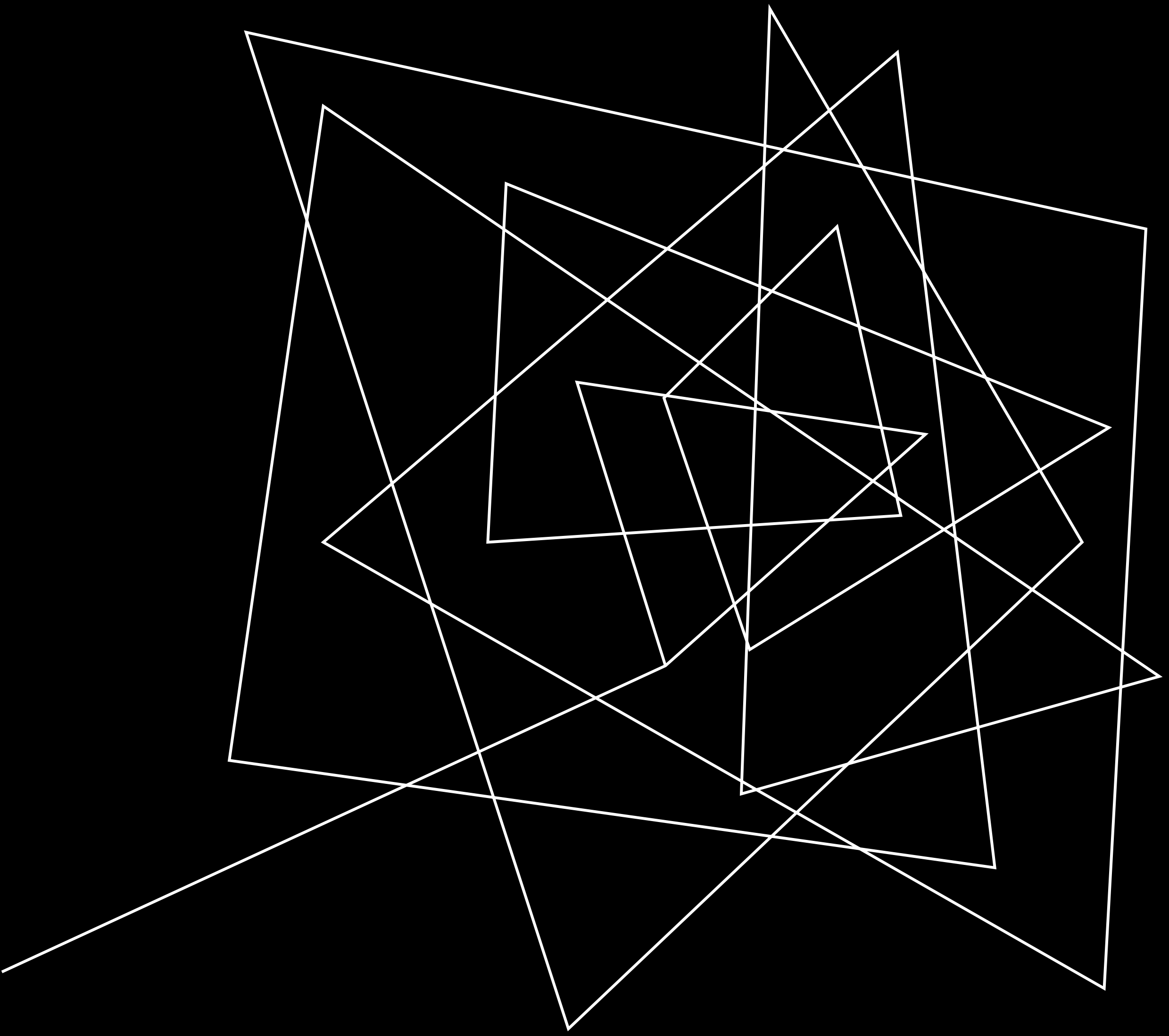
UI(BUTTONS AND MENU)

- Main menu when you first start and load up the game
- Buttons in the starting screen such as start and quit
- Buttons to relocate to show stats, show inventory, show your equipment, save and load your progress and setting



```
#include "MainMenu.h"
#include <cstdio>
#include <raylib.h>

bool StartButton(Vector2 mousePosition) {
  return (CheckCollisionPointRec(mousePosition, (Rectangle){BUTTON_X, BUTTON_Y, BUTTON_WIDTH, BUTTON_HEIGHT}) && IsMouseButtonPressed(MOUSE_LEFT_BUTTON))
}

void MainMenu::render(Game& game) {
  while (!WindowShouldClose()) {
        Vector2 mousePosition = GetMousePosition();

        if (isStartButtonClicked(mousePosition)) {
            // Add your game start logic here
            CloseWindow();
        }
  BeginDrawing(
        ClearBackground(RAYWHITE);

        // Draw "Start" button
        DrawRectangle(BUTTON_X, BUTTON_Y, BUTTON_WIDTH, BUTTON_HEIGHT, DARKGRAY);
        DrawText("Start", BUTTON_X + 100, BUTTON_Y + 30, 40, RAYWHITE);
  );
  DrawText(
      "Your adventure awaits! Click Start or enter to play!",
      game.settings.screenWidth / 2 - 50,
      game.settings.screenHeight / 2, 20,
      RAYWHITE
      );
  EndDrawing();
}
}

void MainMenu::processInput(Game& game) {
  if (IsKeyPressed(KEY_SPACE)) {
    game.changeState("world");
    // game.changeState("combat");
  }
}

void MainMenu::update(Game& game) {
}

MainMenu::MainMenu() {
}

MainMenu::~MainMenu() {
  return;
```





WORLD

- Tile-based movement with interactable objects
- Smooth inputs for an enjoyable gaming experience
- Directional-Key and Mouse-Click movement styles

Robert Smith

ROOM DESIGN

We are using a grid of tiles to create and render rooms. Rooms are first designed then converted to json, this json is read by the game to render the room and its objects.

🟨 Chest

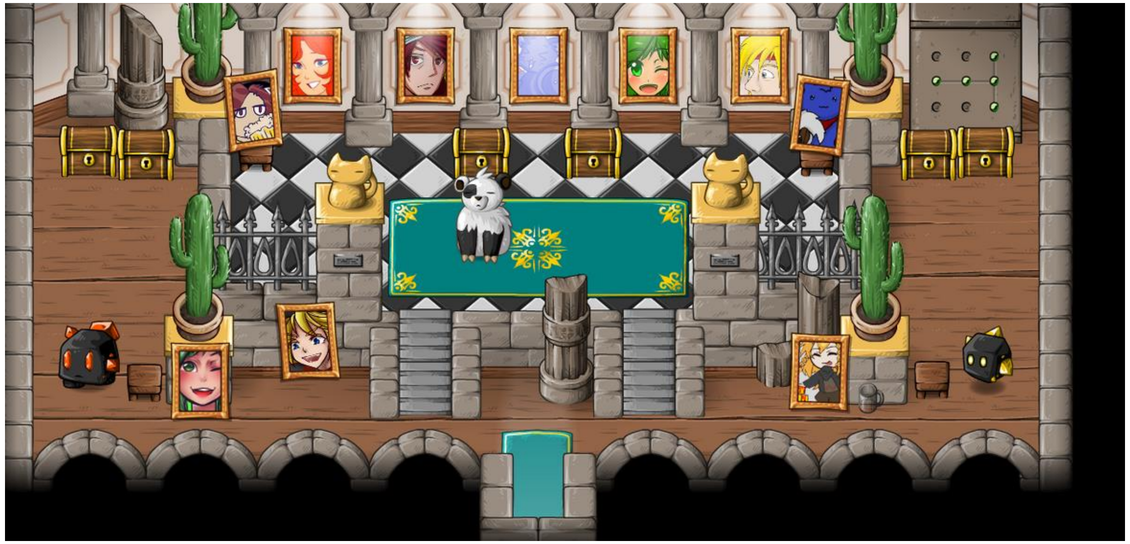
🟥 Battle

🟩 Terrain (unwalkable)

🟪 Transition tile

▨ NPC

Example reference room



Corresponding tile map

🟩	🟩	🟩	🟩	🟩	🟩	🟩	🟩	🟩	🟩	🟩	🟩	🟩	🟩	🟩	🟩	🟩	🟩	🟩	🟩
🟩	🟩	⬜	⬜	⬜	⬜	⬜	⬜	⬜	⬜	⬜	⬜	⬜	⬜	⬜	⬜	⬜	⬜	🟩	🟩
🟩	⬜	🟨	🟨	⬜	⬜	⬜	⬜	⬜	⬜	⬜	⬜	⬜	⬜	⬜	⬜	🟨	🟨	⬜	🟩
🟩	⬜	⬜	⬜	⬜	⬜	⬜	⬜	🟨	⬜	🟨	⬜	⬜	⬜	⬜	⬜	⬜	⬜	⬜	🟩
🟩	⬜	⬜	⬜	⬜	⬜	⬜	⬜	⬜	⬜	⬜	⬜	⬜	⬜	⬜	⬜	⬜	⬜	⬜	🟩
🟩	⬜	⬜	⬜	⬜	⬜	⬜	⬜	⬜	⬜	⬜	⬜	⬜	⬜	⬜	⬜	⬜	⬜	⬜	🟩
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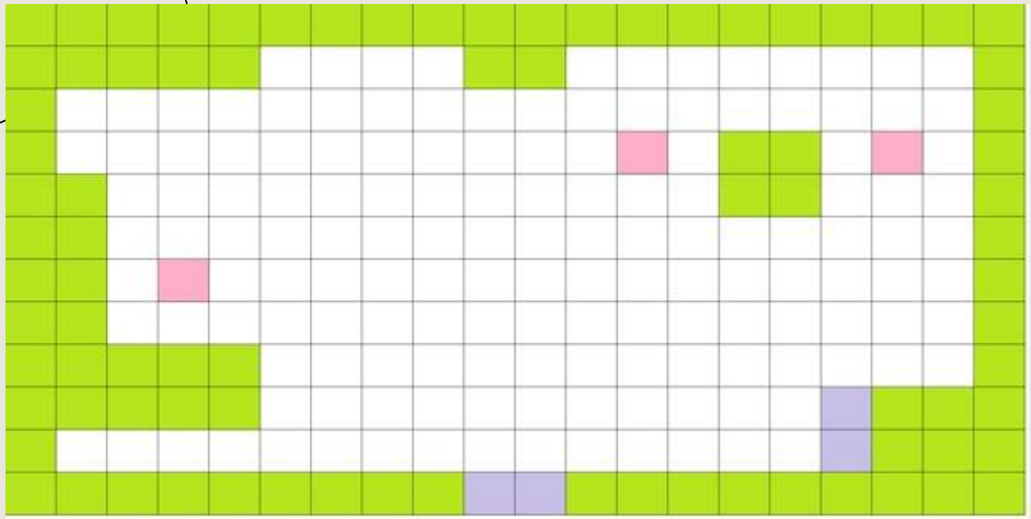
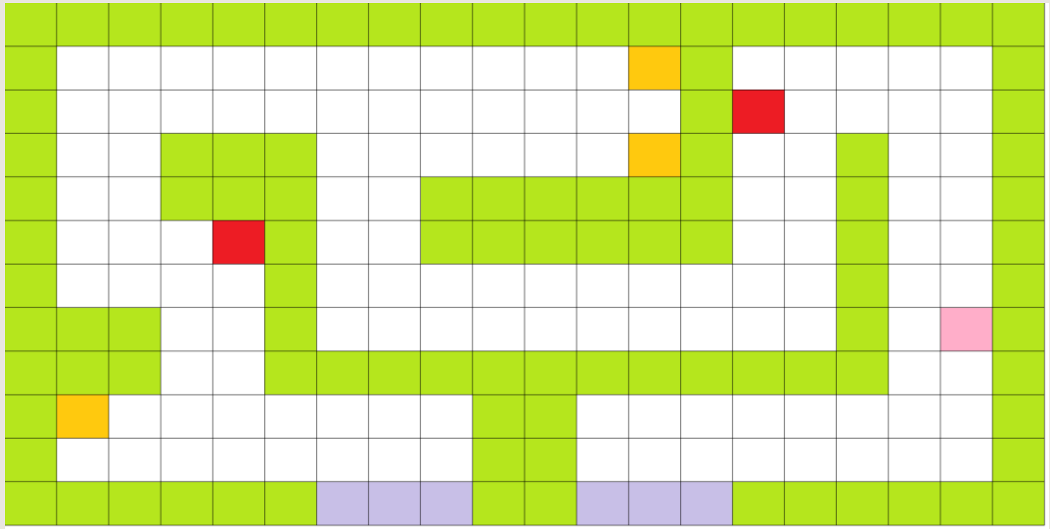
🟩	🟩	⬜	⬜	⬜	⬜	⬜	⬜	⬜	⬜	⬜	⬜	⬜	⬜	⬜	⬜	⬜	⬜	🟩	🟩
🟩	🟩	🟩	🟩	🟩	🟩	🟩	🟩	🟪	🟪	🟪	🟩	🟩	🟩	🟩	🟩	🟩	🟩	🟩	🟩

MORE ROOM EXAMPLES

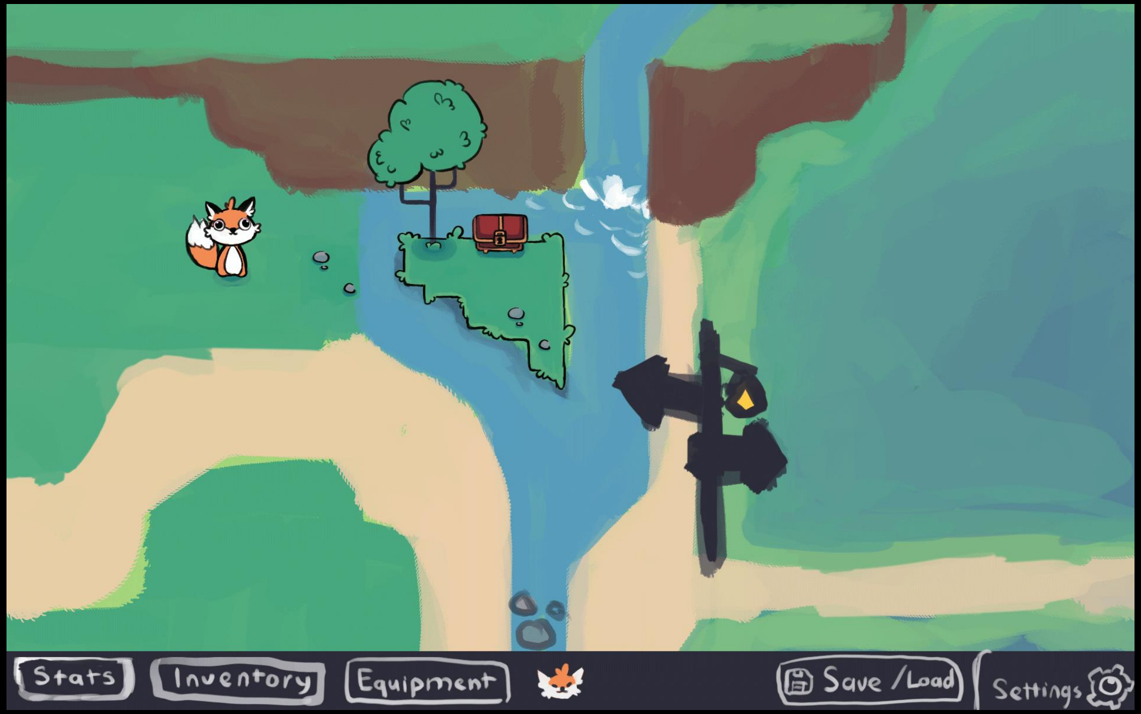
NPCs house



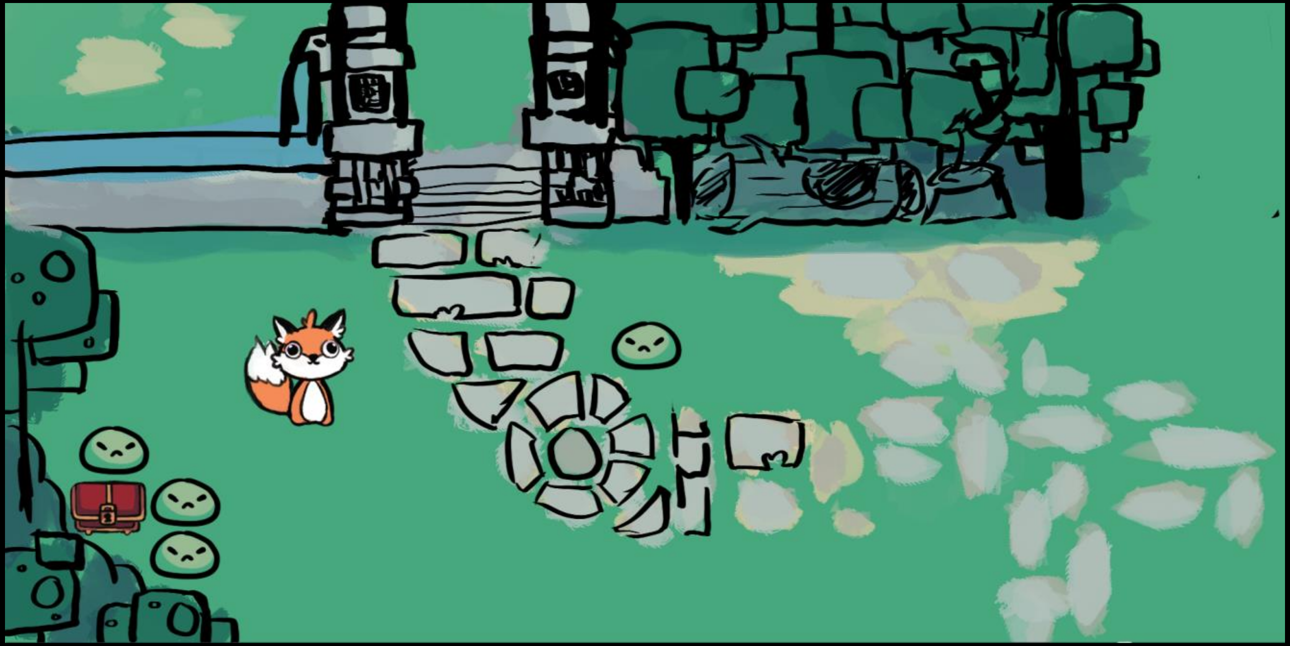
A tunnel with enemies and chest



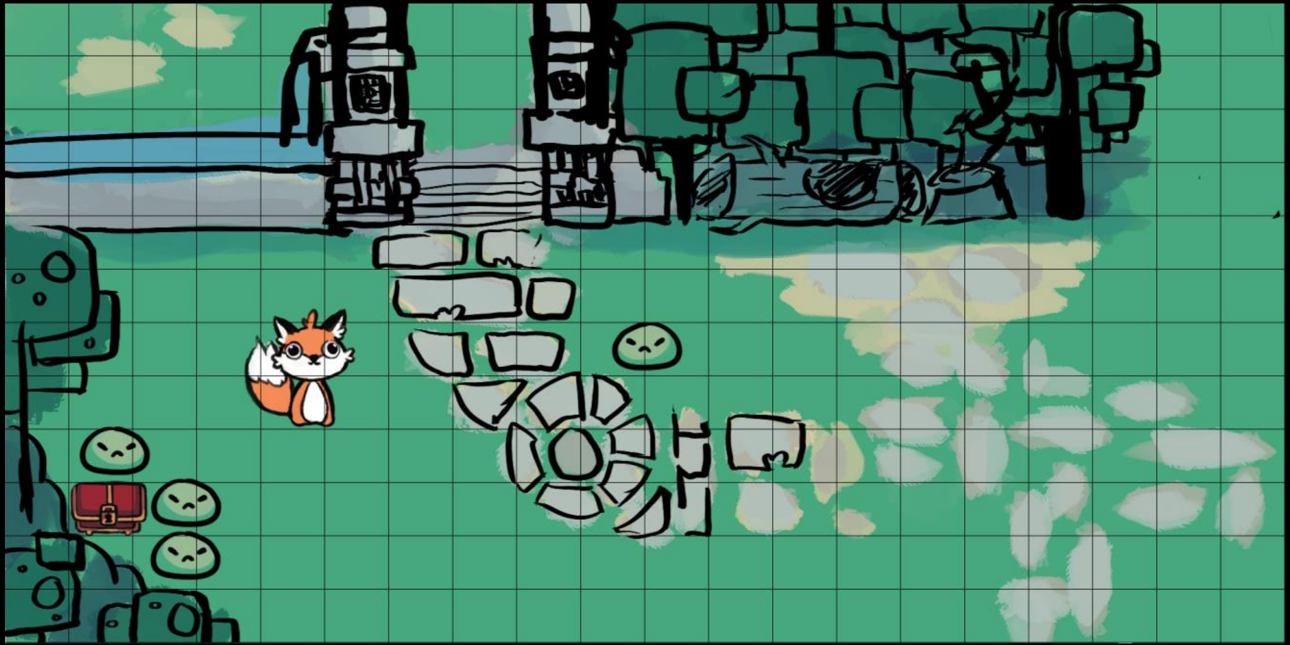
ART



Grid OFF

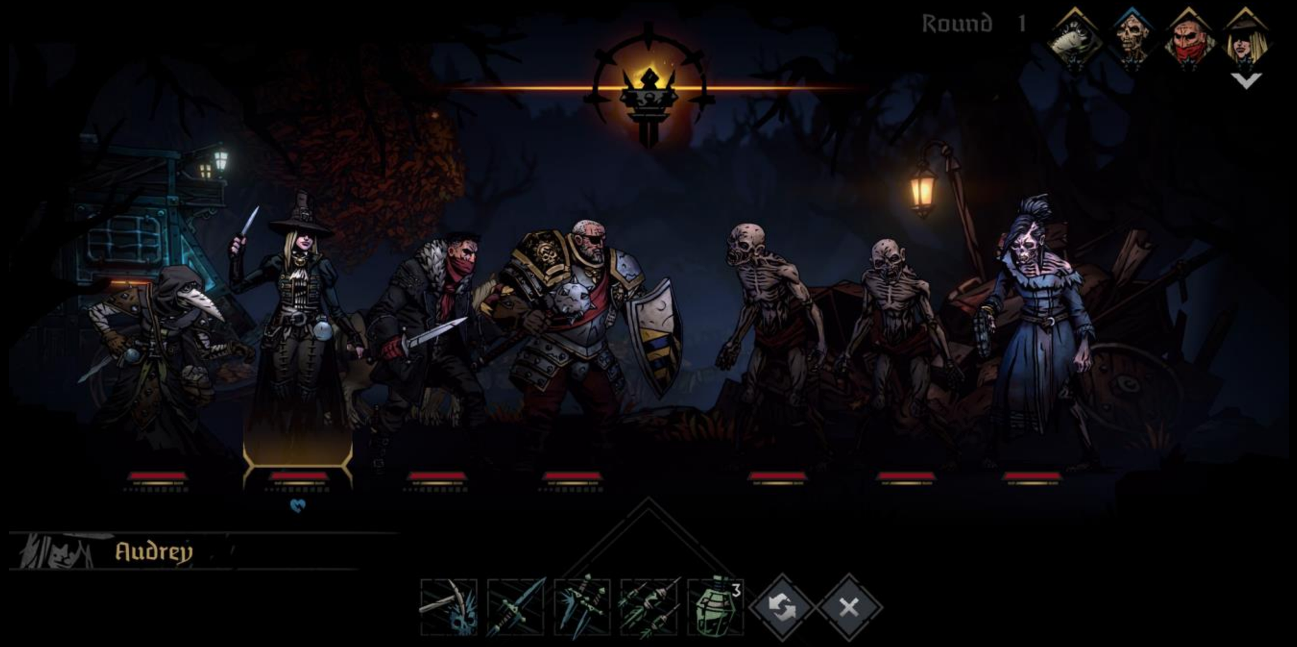


Grid ON

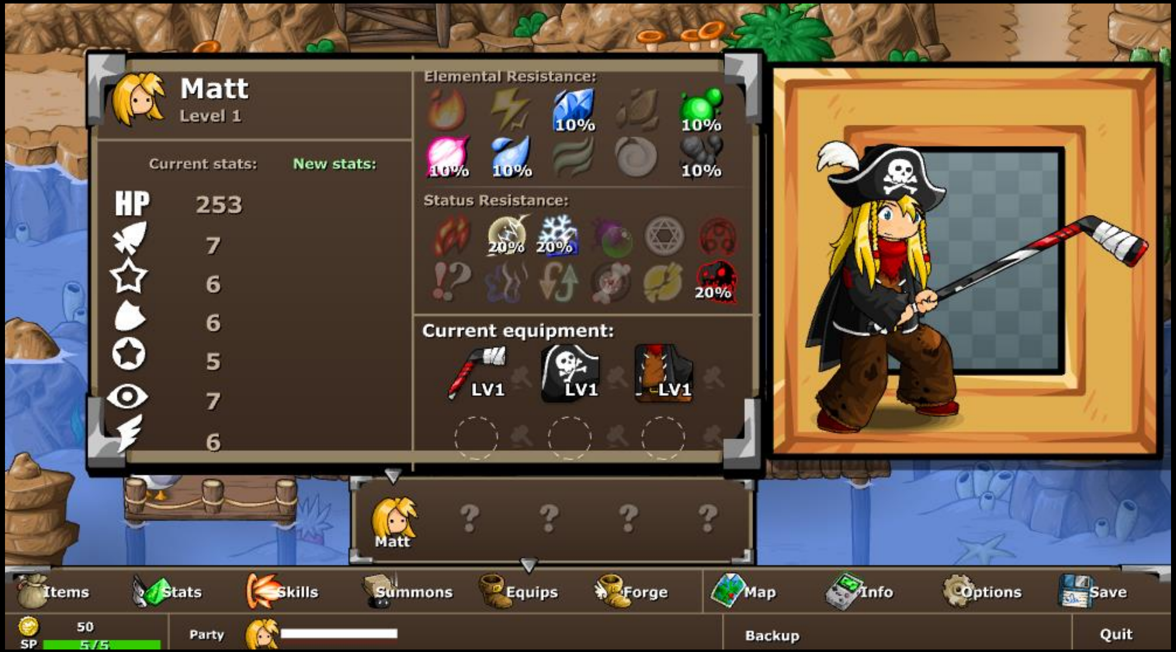


In Game (World)

INSPIRATION



Darkest Dungeon Turn-based Combat



Matt
Level 1

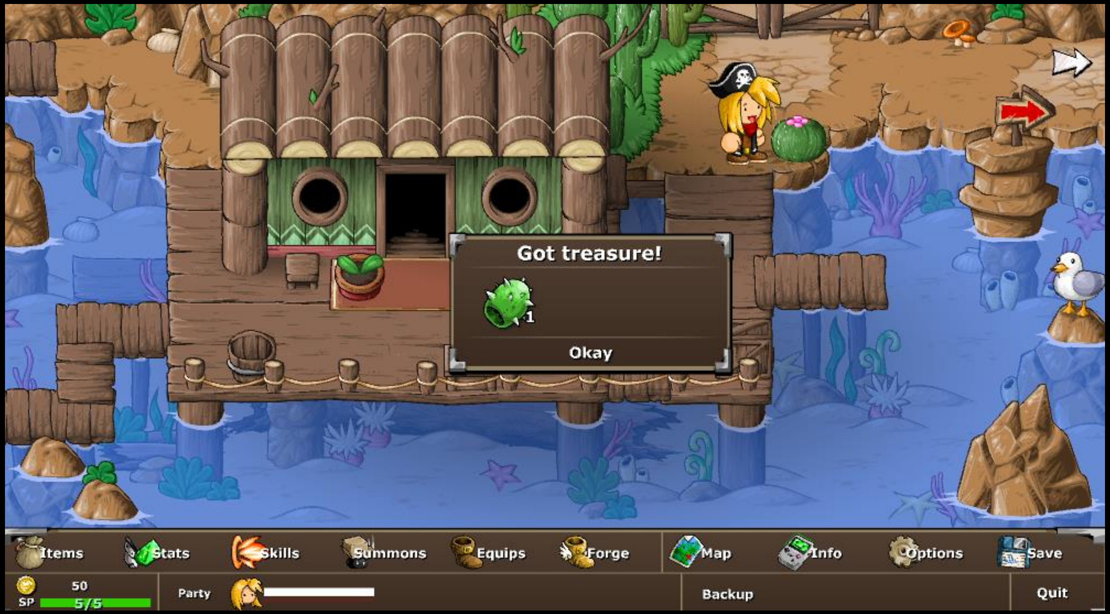
Current stats: New stats:

HP 253
7
6
6
5
7
6

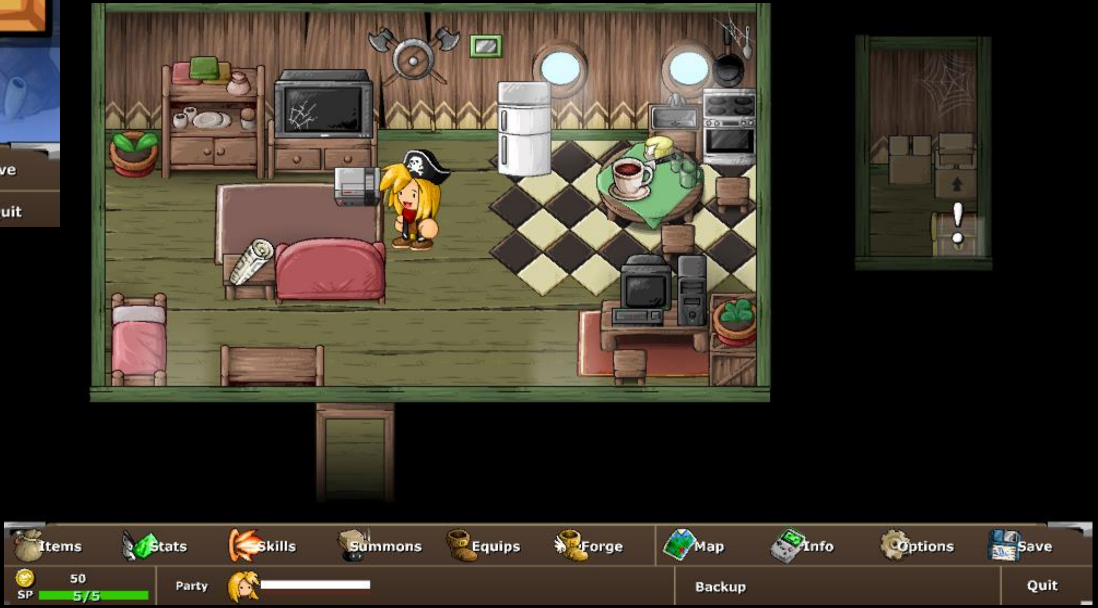
Elemental Resistance:
10% 10% 10% 10% 10% 10%

Status Resistance:
20% 20% 20%

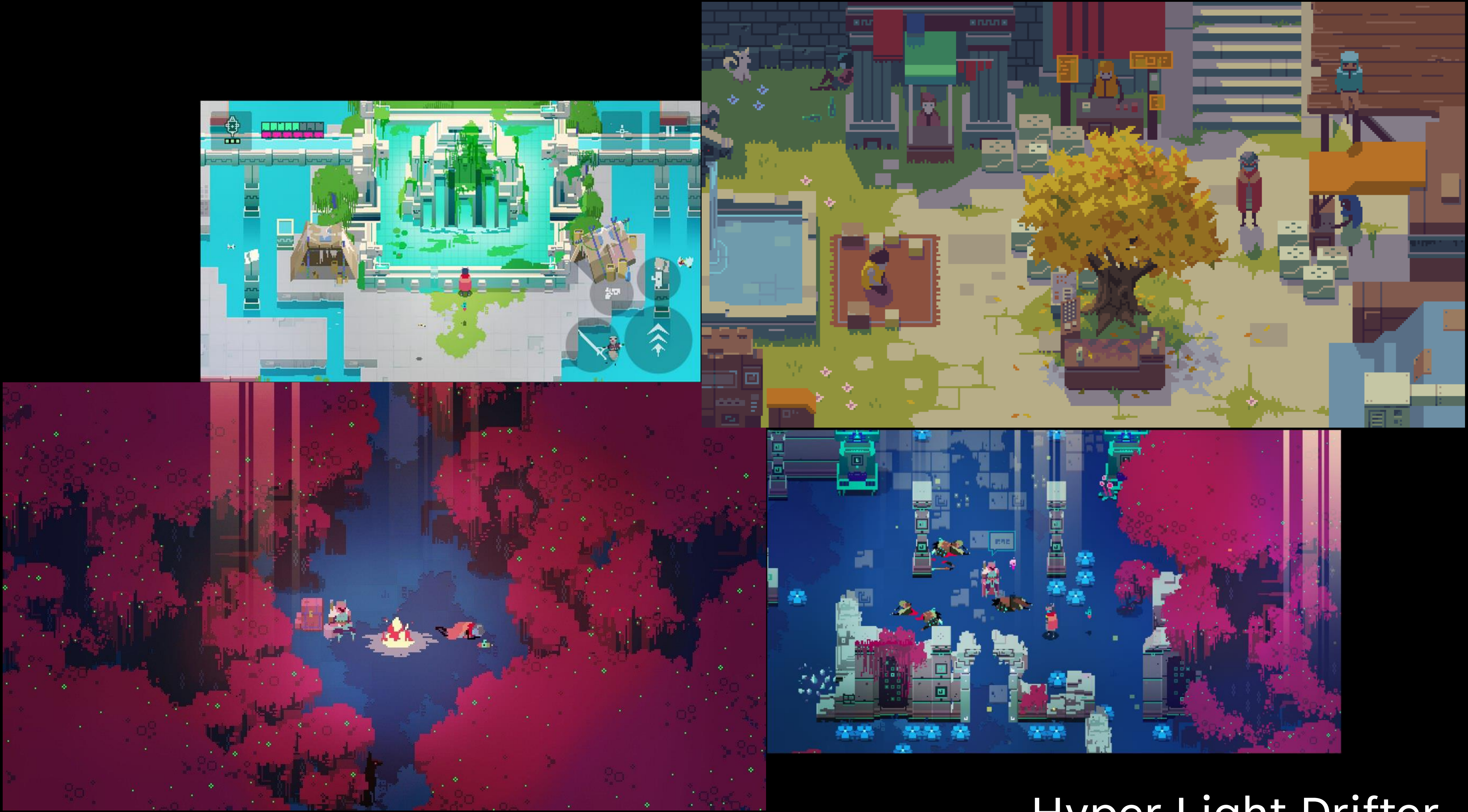
Current equipment:
LV1 LV1 LV1



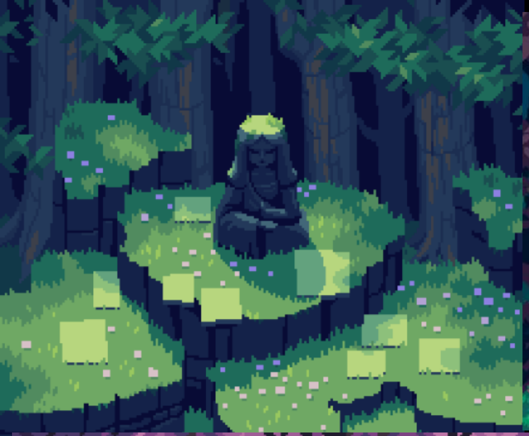
Got treasure!
1
Okay

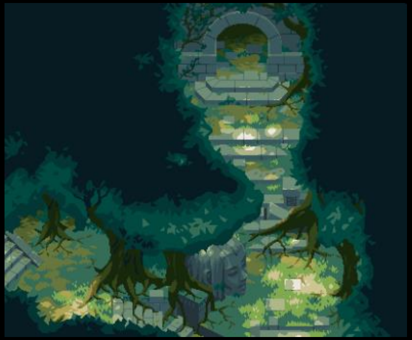


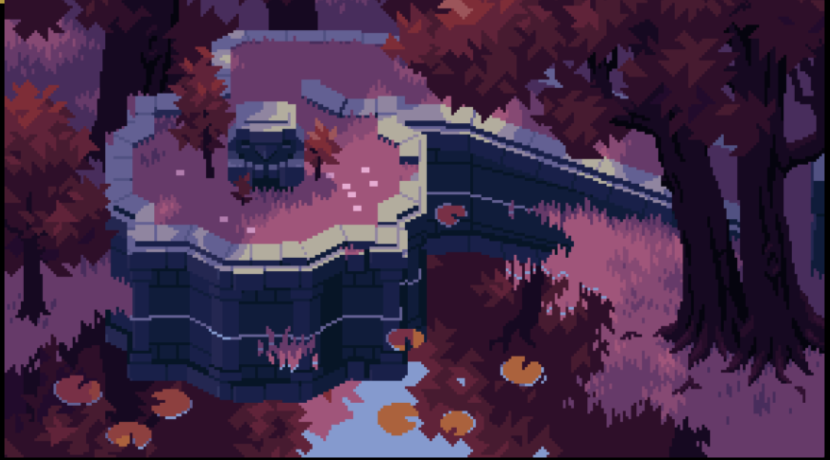
Epic Battle Fantasy 5 World



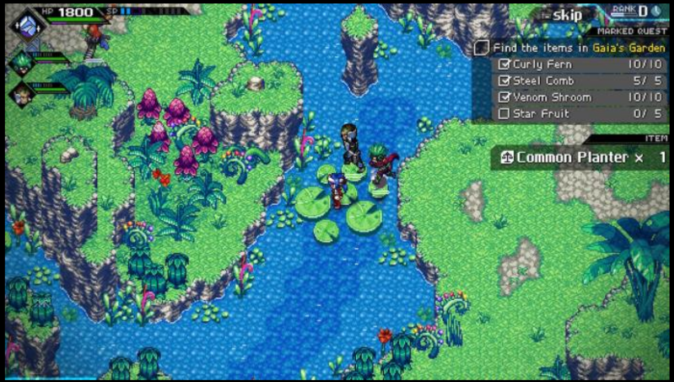
Hyper Light Drifter







Dani
@NostalgiaTree



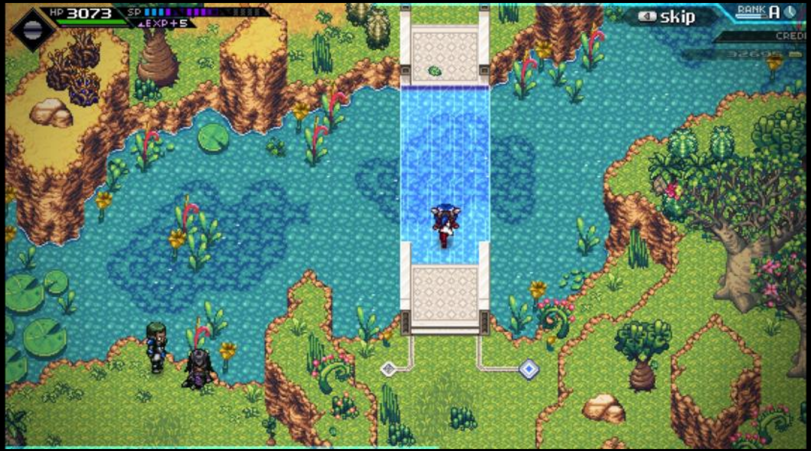
MARKED QUEST

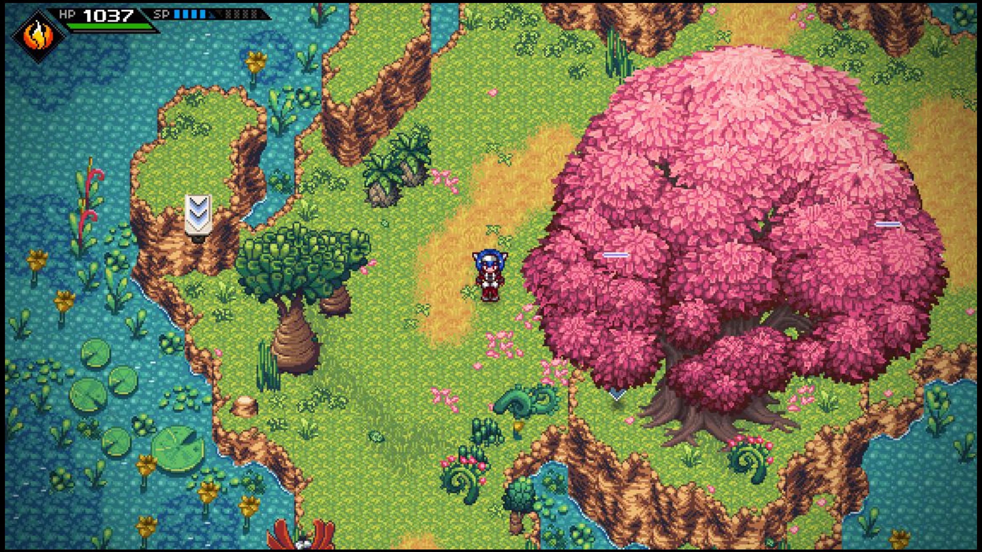
Find the items in Gaia's Garden

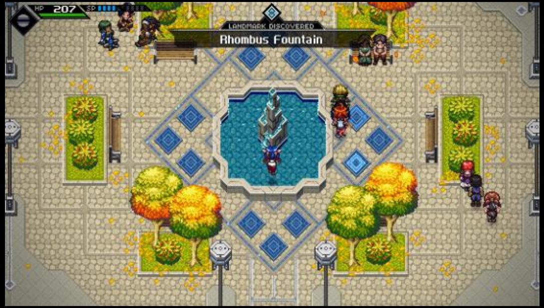
- ☑ Curly Fern 10/10
- ☑ Steel Comb 5/ 5
- ☑ Venom Shroom 10/10
- □ Star Fruit 0/ 5

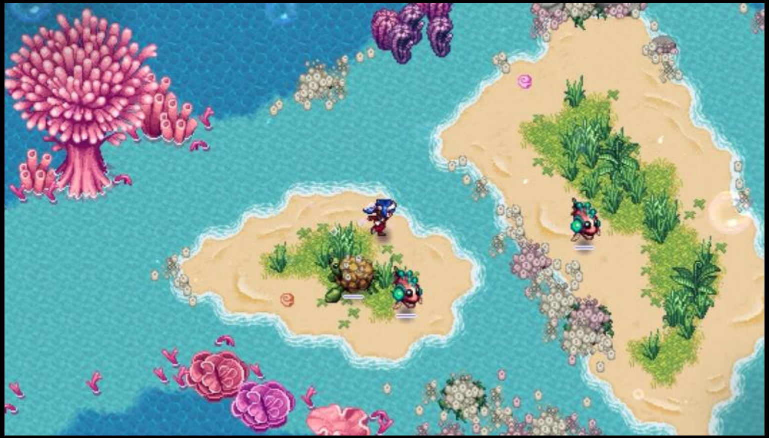
ITEM

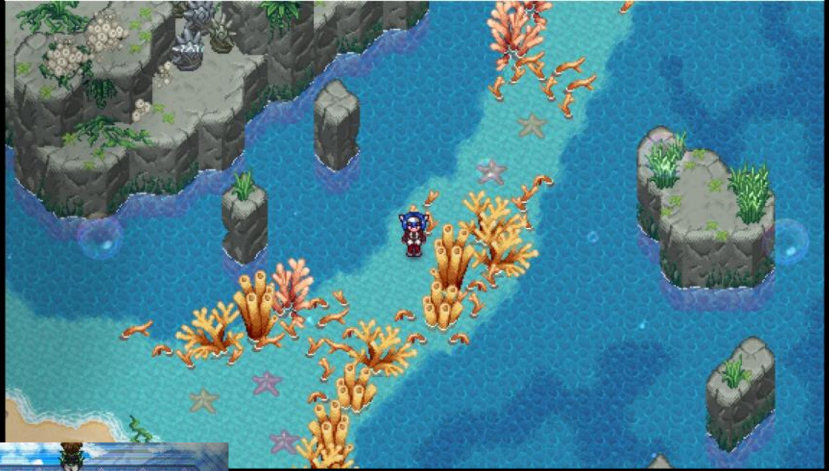
Common Planter x 1

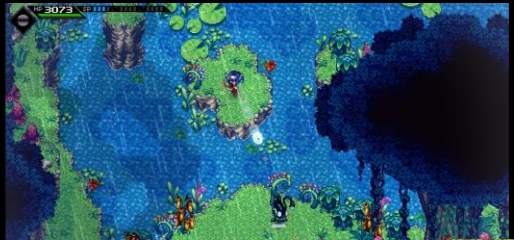


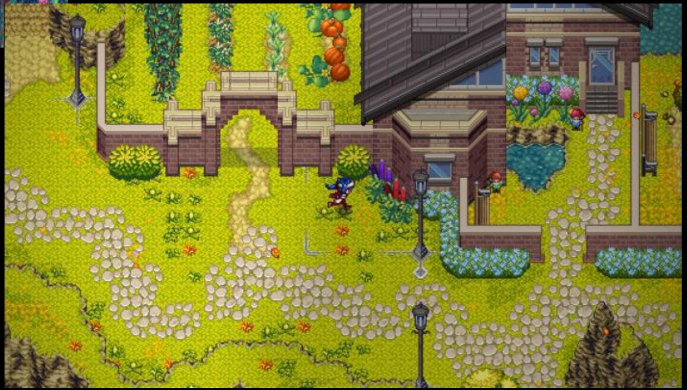


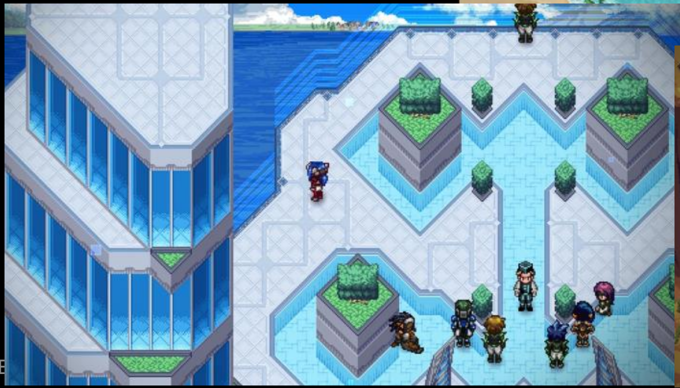


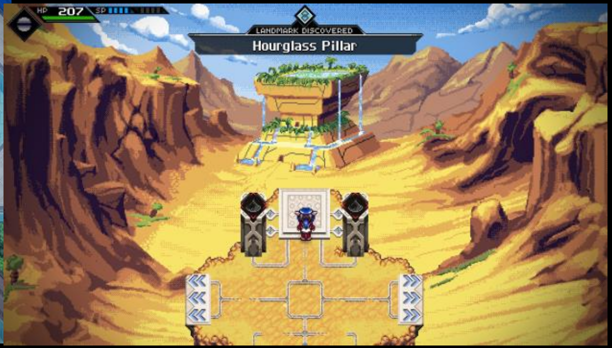












CrossCode

PRE

THANK YOU