IFINITY TRAIN

DEV BOOK

Concept:

Roguelike game set in infinite train. Concept is based on the Adventure Time cartoon episode titled Dungeon Train.

Mechanic:

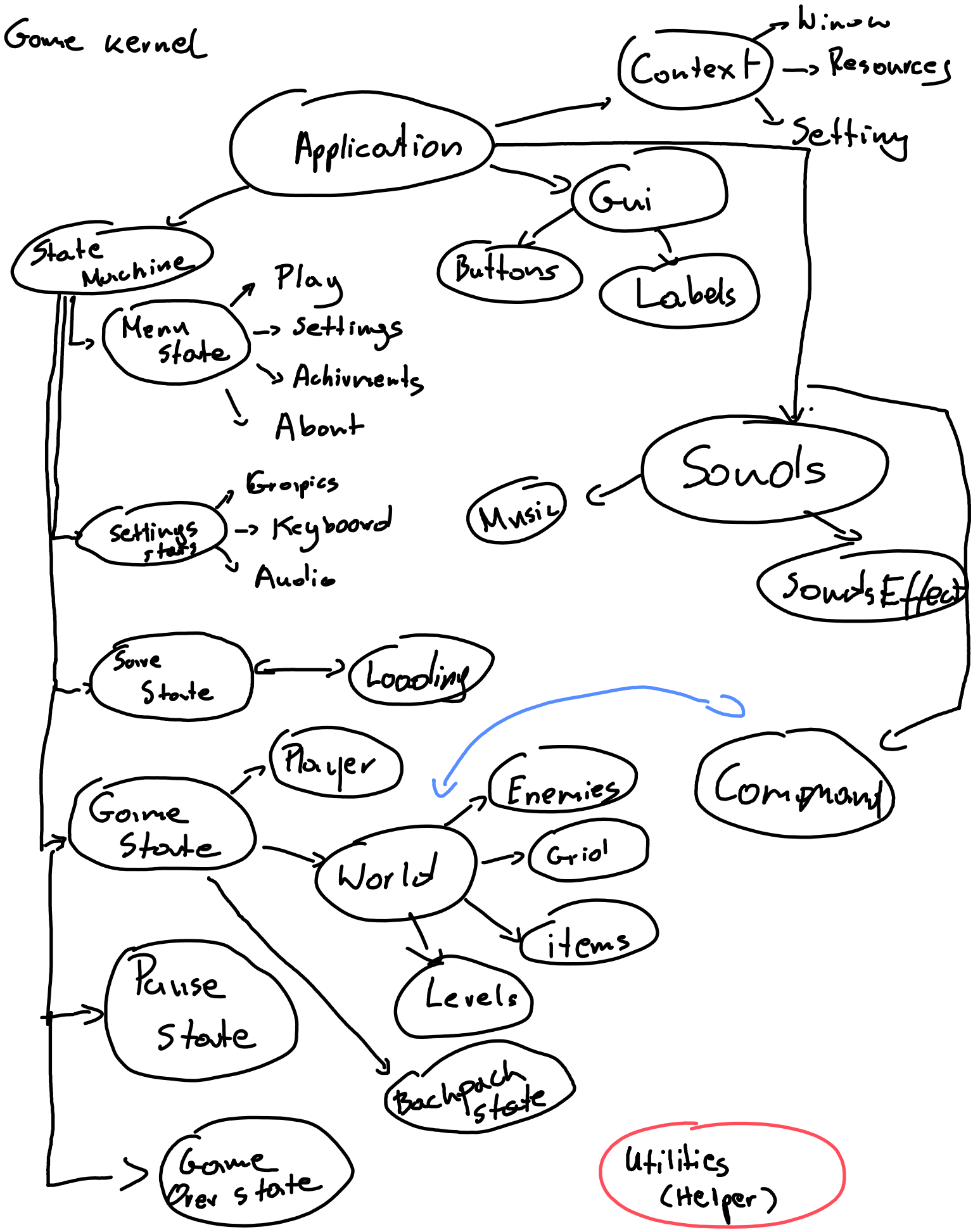
Game will be the most similar to anothe rogue like game Enter the gungeon. It will be have similar movement style and shoting mechanik, but i want another mechanik for weapon. In my mind weapon will have some 'lifetime' like ammunition or wear, and I want add armors and potions. Every item will be stored in backpack and you will be able to change what you currently using. In that case items will be very recently drope from opponents.

Levels (for start) will be similar to each other (same size of room) maybe with slide style change. You will be come from bottom, destroy every monster in room and leave on top. There will be special roons like shop, treasure room and boss room.

There will be few monsters. Each monster will have specific items they can drop. Level ends with boss room with special drop item

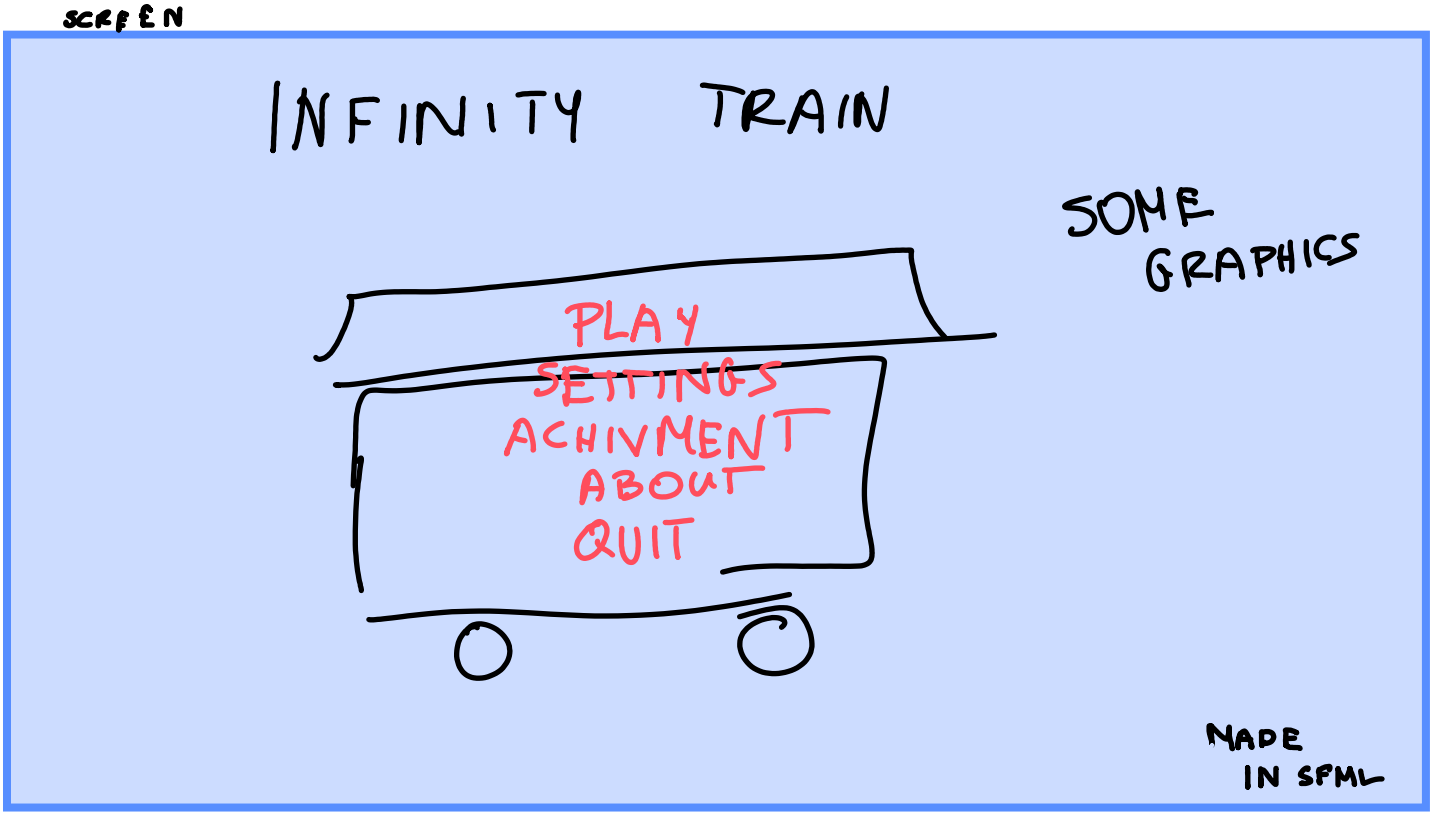
Example look:

Screen from Enter the Gungeon


Game kernel
Context
Window
Resources
Setting
Application
Gui
Buttons
Labels
State Machine
Play
Menu State
Settings
Achivments
About
Sounds
Music
Sounds Effect
Graphics
Settings state
Keyboard
Audio
Save State
Loading
Player
Game State
Enemies
World
Grid
items
Levels
Pause State
Backpack state
Game Over state
Utilities (Helper)

Menu, Settings, Achivment, About

SCREEN

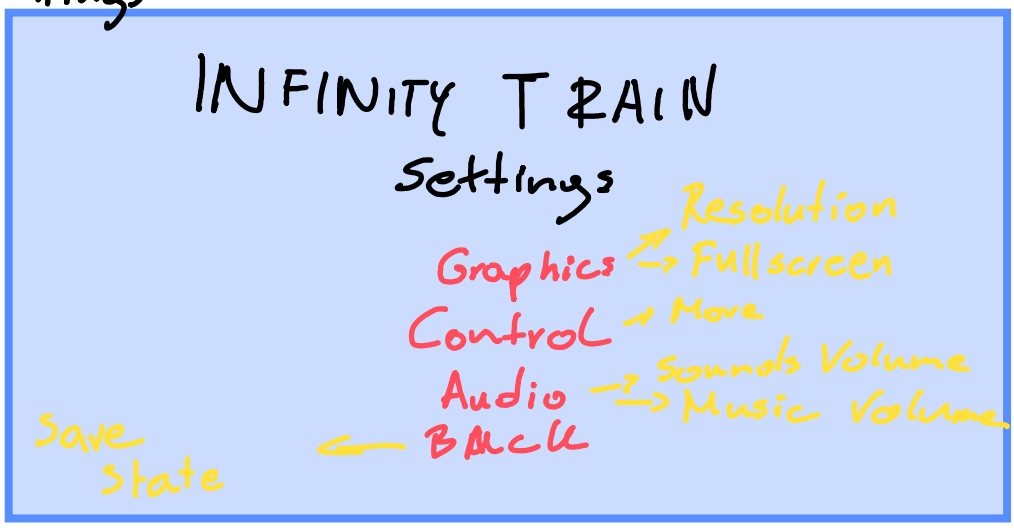


Every thing here is simple. We have 4 buttons whith everyone go to other state: Play - Game State, Settings - Settings State etc

Settings is very similar only with options to change thigs

Achivments and About there is only text so it's not a problem.

Settings

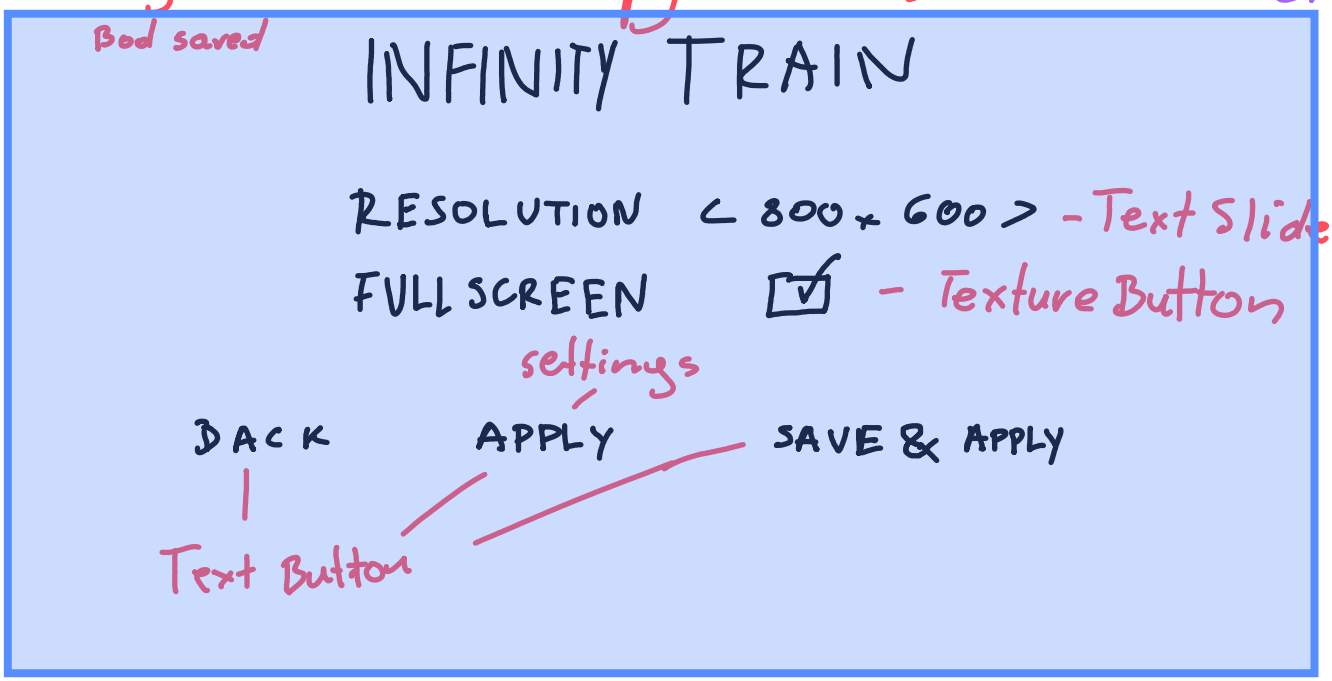


Save state save options to settings struct whith is in context

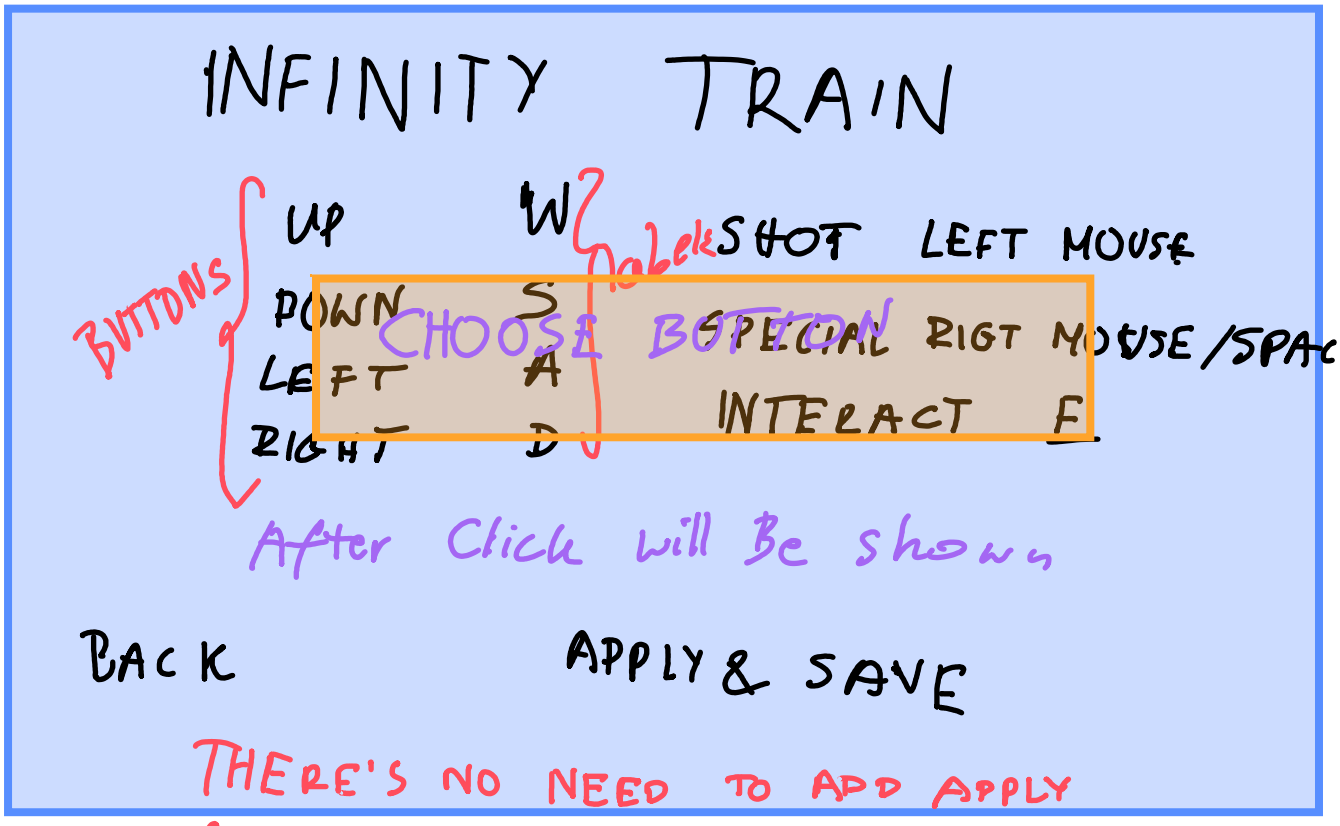
look of Setting e.g. Graphics /Audio Settings is similar

After coming to this state copy settings

Bad saved

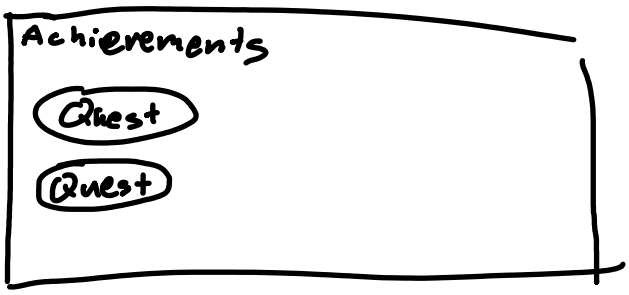


Control Settings



Context split to apply Graphics settings / Audio settings itc!

Achievements



How it work

In context we have achievement class

If we ob something in game we have to refer b specific achivment

context.achievements.get(id).countUp.

or setAchive

Examples of achievements

- Stourt the game
- Kill 1000 enemies
- Kill 10000 enemies

] it's sub achievement

Can we combine?

Con be combined with statistic insted achievements because every data can be pull up from statistic

- Finish game once
- Finish game 10 times

So if we will be have statistic class with:

- killed enemies
- number of stauted game
- number of dead
- number of finished game

We can also store have some special achivement but not showing it in statistic

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Next idea: Reaplace achievement with statistic in menu, I think it will be better because have

Similar mechanics and will be a little easyer

Statistic class

[

enum

{

Start game

Finish game

ect

}

]

arrayy [id, int]

method

read_statistic

increment_statistic

save

load

START GAME

There are 3 things that need to be covered :

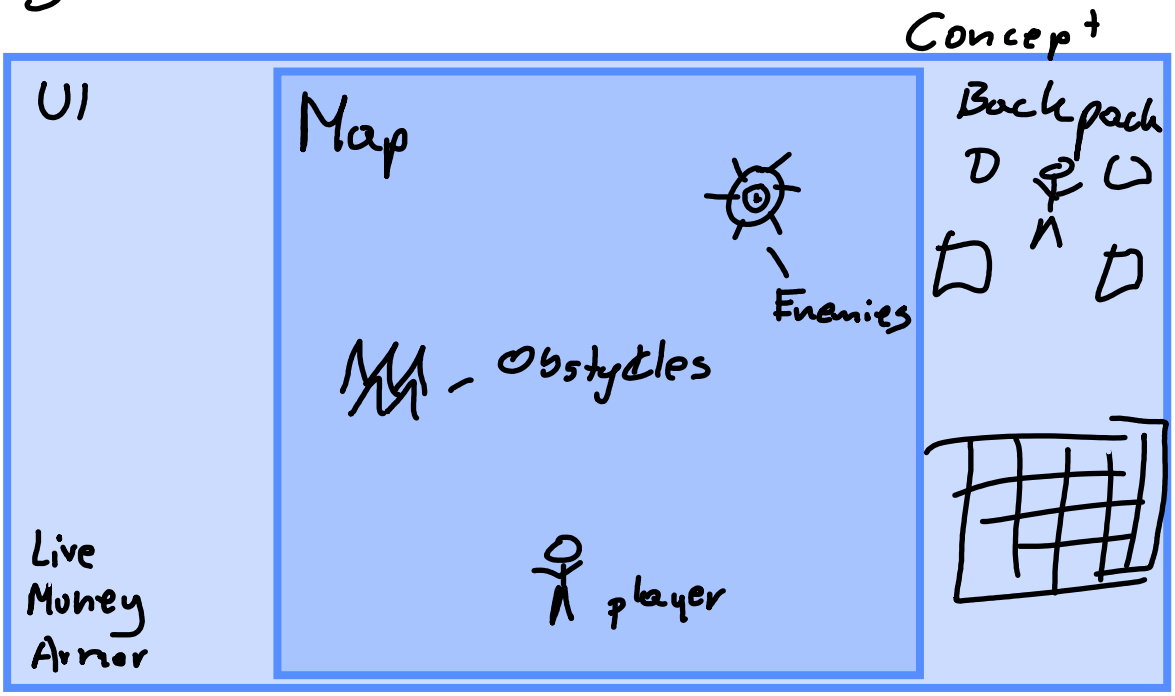
Level
- Map
- Dropitems
- Switching Map

Players
- Mechanik
- Interaction

Enemies
- Mechanik

We stowt with simple level then creating Player at the end we creat Enemies

Creating Level



At first we create map without obstycles and enemies, only with player - map collision

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Player

Texture

Will be split

Body

Hand

Weapon

Legs

Body will be static only will be invert depend if mouse is at left side of player or right side

Hand will be follow mouse

Legs will have animation when player walk

Level - virtual class

level will be split to tye level:

- prehistory
- Ancient
- Medieval
- Early modern
- Present
- Future

How level works

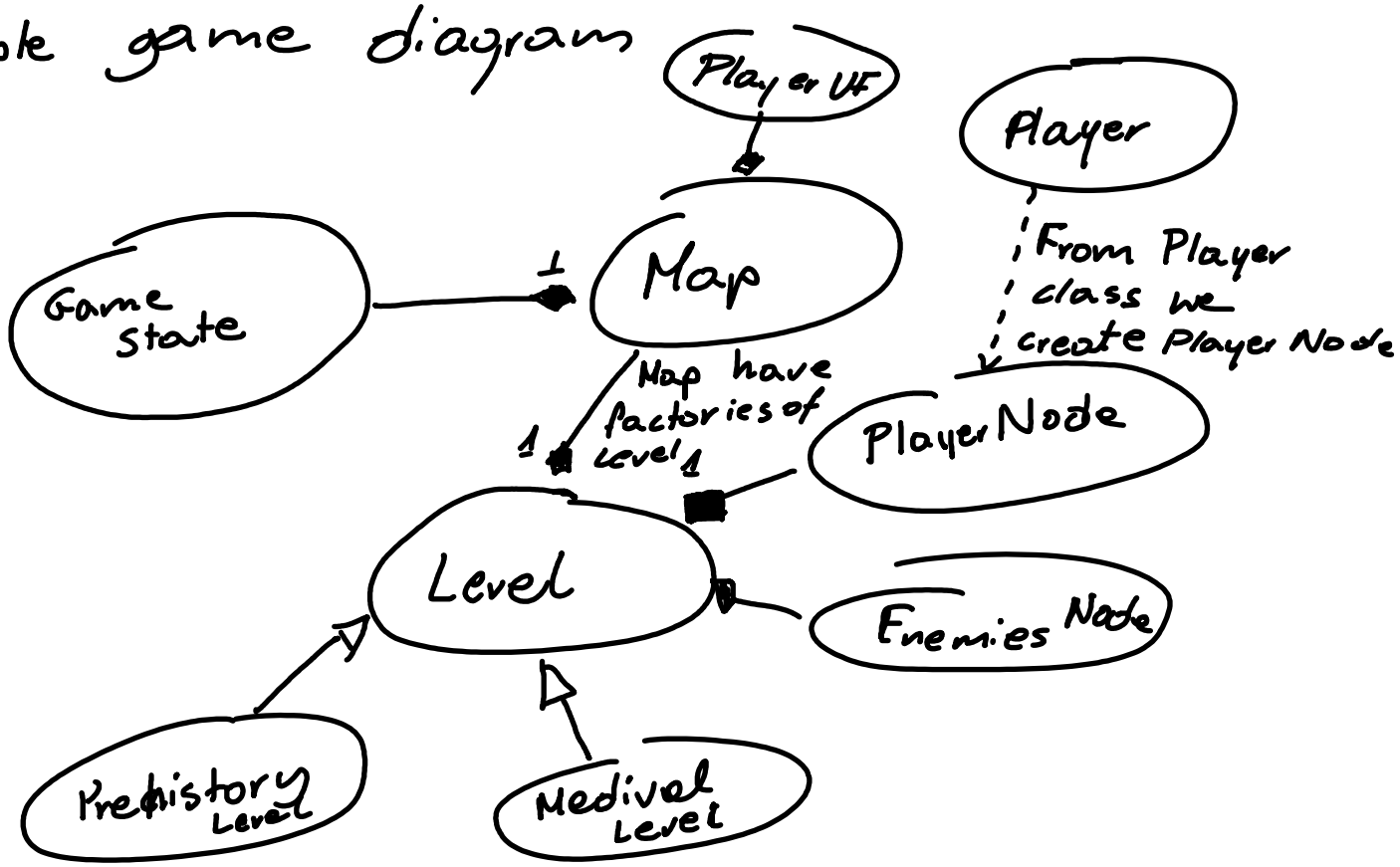
- Create enemies
- Open doors when kill every enemies
- Place player sprite
- Collision with wall and enemies

Contain:

Player, Enemies, WorldBounds, CommadQueue,
Level number

Creating: Factories by Type.

Simple game diagram



Player and Player Node

Class Player

- Have information between Levels (live, eqipment, money)

Class Player Node

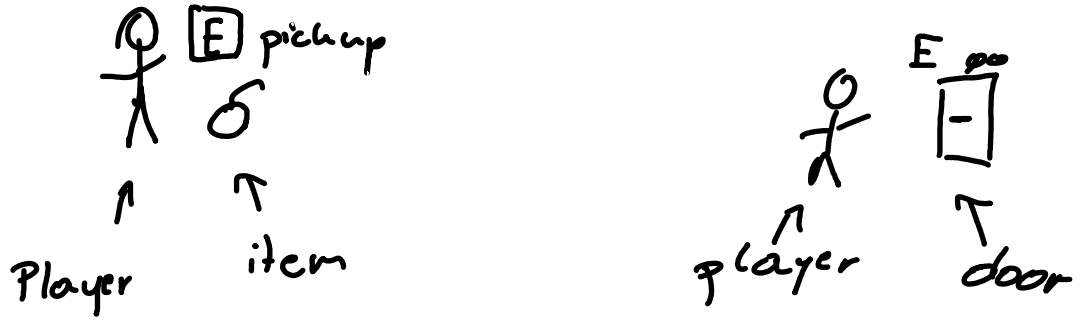
- Create graphic for player

Interactable class

How it work:

If player is near it show interact text. If player click interact button make some Operation. eg. Open door, pickup item.

How it looks



Code

Interactable class should be base class

Params:

- Distance
- Text – text node
- Function - Command
- CommandQueue

Methods:

- Draw
- Update
- Constructor