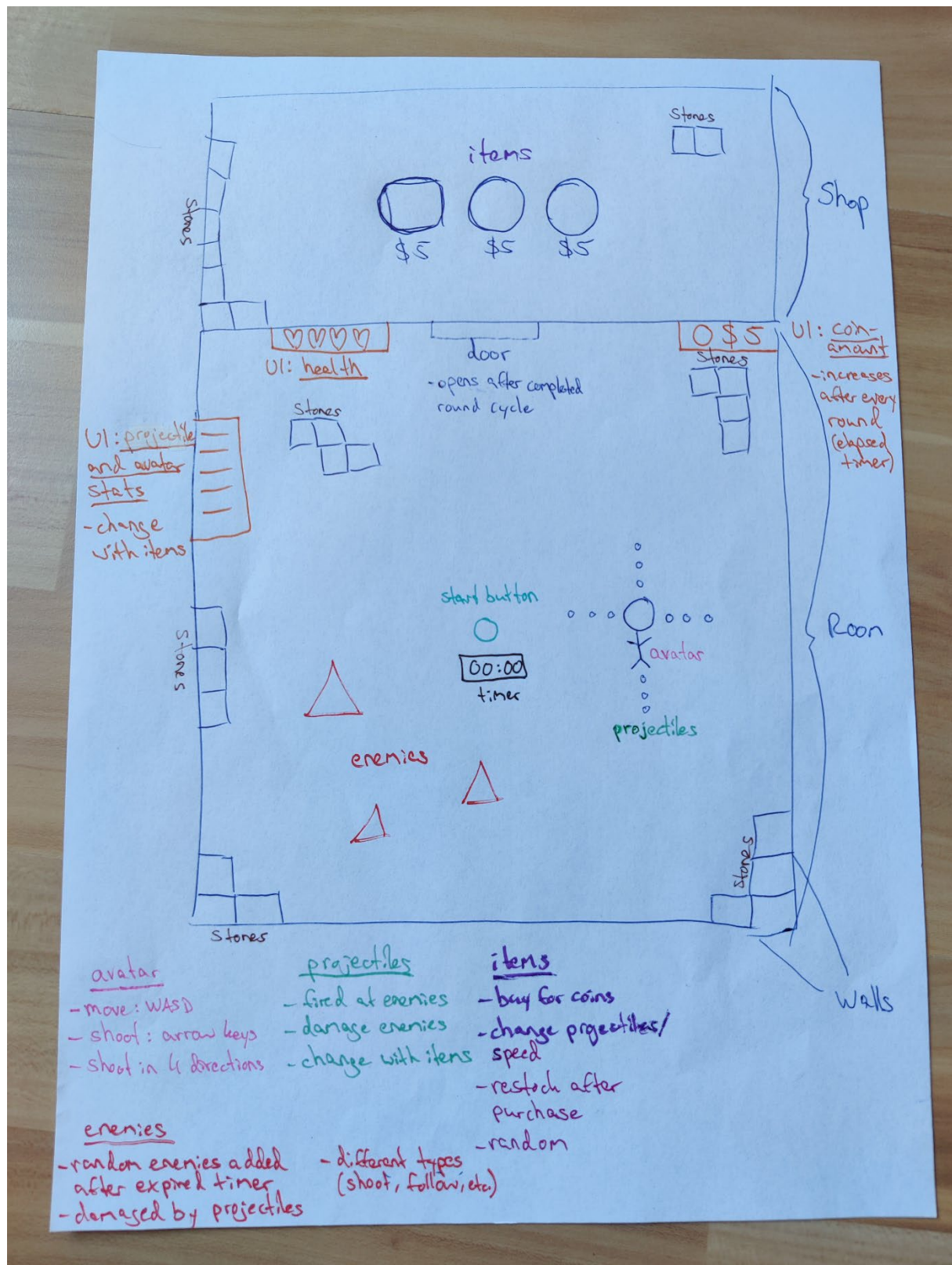


Design Dokumente



Interfaces:

Item {

name: string

effect: string

value: number

sprite: Object (with info about sprite)

price: number

increaseSize: boolean

Enemy {

sprite: Object

health: number

type: EnemyType

size: number

isBoss: boolean

Enums:

EnemyType {

FOLLOW,

FOLLOW_SHOOT,

SHOOT-1,

SHOOT-2

Config:

items.json: contains all items

enemies.json: contains all enemies

UI:

- health

- coins

- speed

- damage

- shot speed

- projectile size

Game

Room

Walls

Rocks

Enemies

Door - Bars

Button

Avatar

Shop

Items

Rocks

Walls

Finale Umsetzung:

```
interface EnemyInterface {
    health: number;
    sizeX: number;
    sizeY: number;
    type: EnemyType;
    sprite: SpriteInfo;
}

interface Item {
    name: string;
    description: string;
    effects: Effects[];
    values: number[];
    price: number;
    sprite: SpriteInfo;
}

interface SpriteInfo {
    path: string;
    name: string;
    x: number;
    y: number;
    width: number;
    height: number;
    frames: number;
    resolutionQuad: number;
    offsetNext: number;
}

enum EnemyType {
    FOLLOW = "follow",
    FOLLOW_SHOOT = "follow_shoot",
    SHOOT_4 = "shoot_4",
    SHOOT_2 = "shoot_2",
    SHOOT_2_ROTATE = "shoot_2_rotate",
    CHARGE = "charge",
    BOSS = "boss",
}

enum Effects {
    HEALTH = "health",
    SPEED = "speed",
    DAMAGE = "damage",
    SHOT_SPEED = "shotSpeed",
    FIRE_RATE = "fireRate",
    PROJECTILE_SIZE = "projectileSize",
    RANGE = "range",
}
```

Vui:

- Health
- Coins
- Stats:
 - Speed: Movement speed of avatar
 - Damage: Damage of your projectiles
 - Fire rate: How fast you can shoot your next projectile (high fire rate = shorter timeout between shots)
 - Shot speed: How fast your projectiles are moving
 - Projectile size: How big your projectiles are
 - Range: How far your projectiles can travel