IDEA / MSSA Console Game Mini Proj.

DATE / Oct 17, 2024

DESCRIPTION

A simple, roguelike game developed in a console application.

DEFINITE FEATURES

- Searching Algorithms
- 4 classes
- Party System
- Small puzzles in 3 unique maps
- Battle System ~ At least 2 battles
- Menu
- ASCII Art
- Credit Scene

POSSIBLE FEATURES

- Coins
- Items
- Loading Screen
- Trailer
- Quests
- Moving enemies
- Music

MARKET / AUDIENCE / DEMAND

Project for class; no demand, no market, audience is my 2 instructors and 13 other students.

HOW WILL IT ADD VALUE TO PEOPLE'S LIVES?

Hopefully display concepts learnt in the past 8 weeks in a way the other students can identify and use/improve in their future projects.

DOES IT ALREADY EXIST? IF SO, HOW CAN I MAKE IT BETTER?

Plenty. The Goal isn't to make it better, but instead group as many concepts I've learned into a single project.

HOW WILL IT BE MADE?

Visual Studio 2022, console application

WHAT RESOURCES WILL YOU NEED? ($, PEOPLE)

- Visual Studio 2022
- NuGet? ~ Maybe
- ASCII Art • en
- ASCII Flow.com

POSSIBLE CHALLENGES

- Time constraints
- Not knowing the code/concept
- Too ambitious
- Loss of internet

POSSIBLE SPIN-OFFS OR EXTENSIONS

- Expand the game further
- Transfer to a game engine
- Continue upgrading it with concepts learned

WHY DO YOU WANT TO MAKE THIS? HOW WOULD YOU DEFINE SUCCESS?

It is a fun project I'm excited to do and allows me to utilize everything I've learned thus far into a single product.

FURTHER RESEARCH / SKETCH

- Master Mini RPG Elements in console app using Michael Hadley tutorials
- Master creating maps via ASCII Flow
- Create the small story.

This might be a good time to share your idea to gauge response & get feedback.

EVALUATE

	EXCITEMENT		DIFFICULTY	
1		5	1	5

Record these numbers on your list of ideas.

DECIDE

- [■] HATCH IT / # 3
- [ ] BACK BURNER
- [ ] ABANDON

PROJECT / Roguelike MSSA   **DATE** / Oct 20th, 2024

SPECIFICATIONS / SCOPE

- 3 unique maps w/ player movement ☒
- Simple Story with art ☒
- Battle system - 2 Battles min. ☒
- Credit Scene, Intro Scene ☒

- Audio ✓ ☒
- Music ✓ ☒
- Character Art ✓ ☒
- Dialogue ✓ ☒

First time scripts

ACTION STEPS

	task	who	due date
☒	Map prototypes on computer	Me	Oct 22
☒	Story + Art Ideas complete.	Me	Oct 24
☒	Battlespace/Arena design Idea.	Me	Oct 25
☒	Master C# Micro RPG Logics.	Me	Oct 31
☒	Game Logic Complete (Idea)	Me	Oct 31
☒	Maps created, implemented, Finalized	Me	Nov 2
☒	Player movement implemented	Me	Nov 3
☒	Transfer between scenes ~ Correct Draw	Me	Nov 3
☒	1st Battle complete	Me	Nov 4
☒	2nd Battle complete + Dialog complete	Me	Nov 4
☒	Credit + Intro scene. implemented	Me	Nov 5
☒	Final Debug + Test	Me	Nov 5
☐	Launch		
☒	Video (an be trailer too) of project		Nov 6th
☐	Powerpoint ? of project (presentation)		Nov 6th
☐	Presentation key Points		Nov 6th

TARGET LAUNCH DATE   Nov 7th 2024

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3 Locations. Brainstorm.
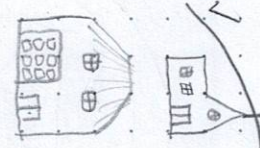
- Spooky church ✓   connected?
- Graveyard ✓   Grave is locked, has to go to church to find key.
- House
- Mall
- Cornmaze ✓   - Farm house ✓
- Random encounter - Mines
- Sewers   - Open field

Enemies Brainstorm

- Bat   - Wraiths   - Radioactive enemies
- Zombies   - Drunk Guy   - Armored enemies
- Bandits   - Slime   - Mages
- Rats   - Skeletons   - Witches
- Ghosts   - Birds

Spooky Church. Maps (Interior).

Keep it.
Simple to.
Stay within
Time
Constraints

↗ Border
Door ✗
Altar
Enemy
pathy ↘ ⊗
Benches
Benches
Pews ✗

— Simple.

✓

multihead?

Cornmaze Map (Interior)

Left
@

*off to the side?

Farm House (Interior)

Upstairs?

Bath
Tub
Sink ⊗ ← Angry
Farmer
Bed
TV
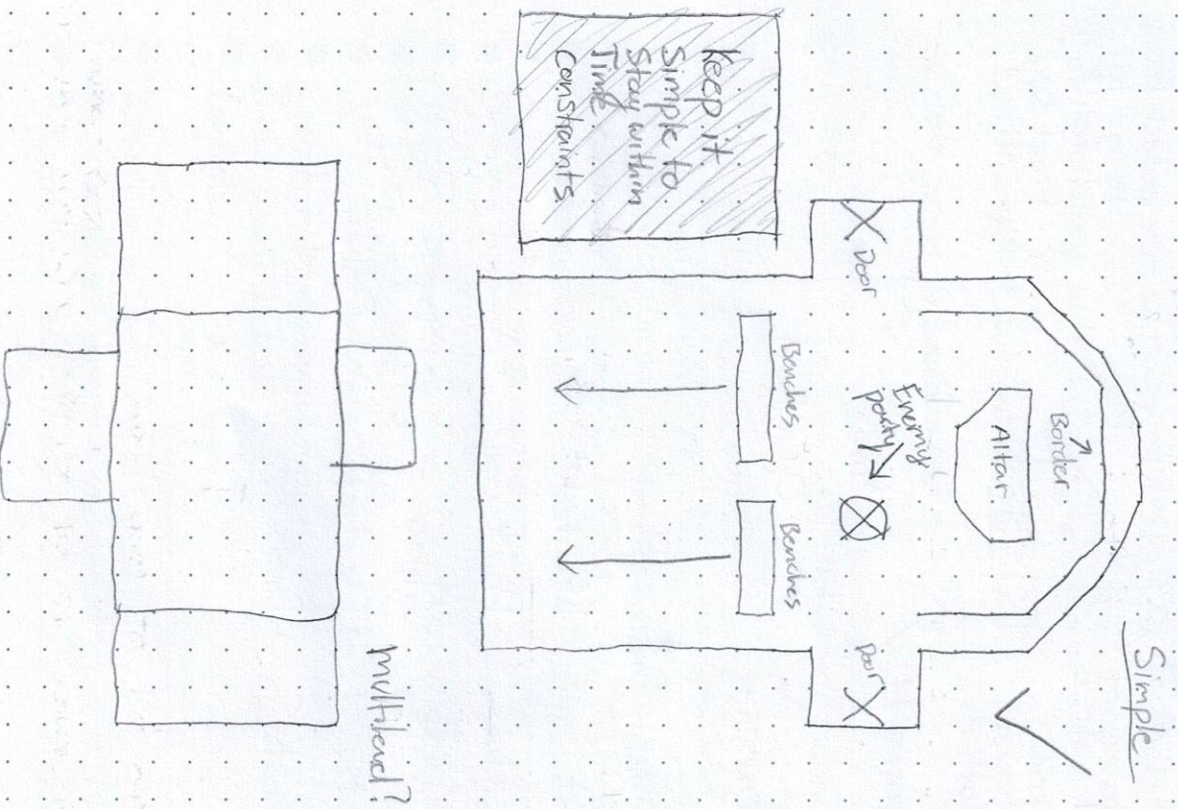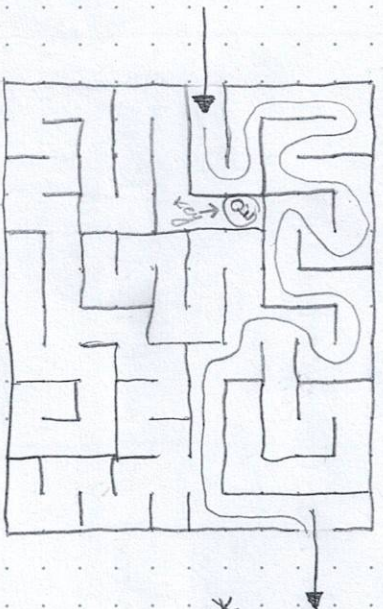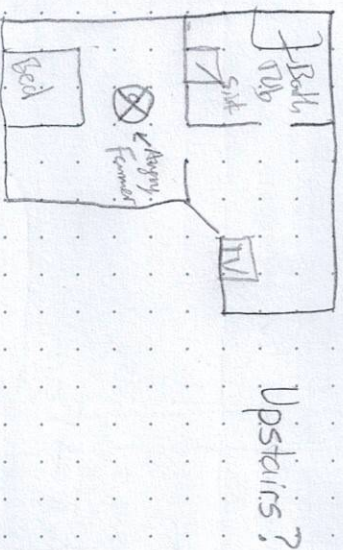
Size? W 130 × 60? H [Console]

Extension Art for choice Screen

Small Chapel - Hayley Wakenshaw / Church away

Barn - No Artist

Down Stai...

Enemis in church
- Group of Zombies (3-5)
  → Broke in from the Graveyard.

Enemies in Maze.
- No enemies. Instead you must find a Key to then exit.

Enemies in Farm/Barn
- Angry farmer (Boss)?
  → Must explore church to find clues about why there are Zombies? He's the reason

Story Progression

Maze —Finds→ Church —Explore nearby→ Barn

Graveyard? (if time permits)

You and your buddy are tasked to find out what happened to your neighboring town and why; it's been so quiet the past couple weeks.

Class Hiearchy of Enemies

Enemy : Base Class

Attributes
- Health : int
- Damage : int
- Art : Artwork class
- Color : ConsoleColor

Methods
+ Basic Attack ()
+ Special 1()
+ Special 2() } can override

Public
Artwork
Class

Zombies : Enemy.

Attributes
- Group size : int (3-5)

Methods
+ Slash
+ Ferocious Bite.

Skeletons : Enemy.

Attributes
- Group size. (1-3)
- Ranged : Bool

Methods
+ Attack

Evil With : Enemy
Angry Farmer : Enemy

Attributes
- Anger.level : Float (.1-1)

Methods
+ punch
+ Chop w/ Axe } Change
+ Punch Combo } when coding

Backup
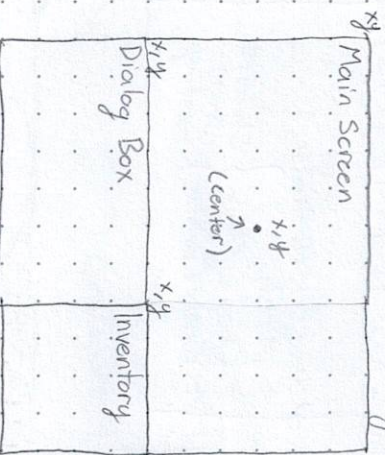
In maze?
Too much?

Battlespace Design

Enemy Nam
Art
Your Health Bar
Enemy Health Bar

If something to center it?

Dialog / Menu

Normal Screen Design

xy Main Screen
+,y (center)
+,y Dialog Box
+,y Inventory

Size: _Fullscreen_ width   _Fullscreen_ height

Border Design

Story Line

Start / Beginning

A group of adventurers stumble across a odd town that gives them the creeps. Against their intuition they proceed to the small town. They arrive at a town square and are presented with options.

1. Abandoned church (Find dead priests) → Enemies
2. Graveyard (Locked) → Strange crystal Alter
   all options
3. Spooky Barn (want to explore church first) → Hear noise from Barn
4. Corn maze (Find Key here) → Graveyard
   Evil witch has been spawning all these monsters.

Choices. Flow → Quick n' Dirty. Story

1. Abananboned Church
   › Find dead priests w/ partial note.
   › Small Group of zombies. have to fight
   › Find other note piece to explore maze. to find key to graveyard.

2. Cornmaze
> Find key to graveyard
> Potential enemies
> Finding key unlocks graveyard
3. Graveyard
> Fight off Zombies
> Find strange crystal altar where you then hear a noise to investigate.
4. Spook Barn
> Boss fight with evil witch
> Party member wounded.
> Beat the witch, Grab party member and run

End Story
End Screen would happen
Here w/ credits

All Other Classes

World Class
· Hold 2D array for the various maps
· Drawing the maps/levels

Game Class/Level Class (Individual)
· Game loop

Player/Party class
· Draw player location
· Get x, y

Enemy Class

Artwork Class

Menu Class

Stack class for cool display functions?

Abandoned church story

> ~~Display characters of core~~

> Player enters the church — comments on the musky smell then hears something move... [Dialog].

→ the "O" represent "things to find, "X" are enemies,"", ">, < are both denotions for exits, "#" is a key

> 4 "O"s total : Dead priest, blood, partial note, note that completes partial note.

The note will read about how someone dropped the graveyard key in the maze

> 1 "X" total : A group of Ghosts the player must fight to leave

> Once enemy is defeated, it will disappear until game is reset or program is closed.

> If the player visits the church again, different dialog.

Maze story

> Player enters maze, and if it has found note, comments on their is somewhere. to find the key, otherwise just a generic comment.

> Player can leave even if they don't grab they key.

> Once player grabs key, player will see a glimpse of a long pointy black hood. [Dialog]

> Getting key unlocks Graveyard.

Graveyard Story

> Player walks into graveyard and spots movement which is a skeleton.

> Once skeleton is defeated they notice a strange crystal, alter with a lot of blood.

> When the player inspects it, they will get a dialog that they hear something ~~coming~~ coming from the Barn. The player can then leave the graveyard.

Barn Story

> When player enters, notice a large hooded figure. (Boss - Grim Reaper)

> Once player wins 'dialog to exit, once player exits the Barn and BossDefeated is true → cue credit + Tbd Screen.

End

Development Notes.

- World. DrawGrid() may want coordinates as parameters.
- Console Renders very fast
- CHECK CONSOLE RESOLUTION
- Check to makesure (x, y) are not reversed
- Level creation Steps :
  - (↪ As many as needed)
  - 3 classes → Game/Level, World, Player
  - World holds instructions to Draw everything
  - Game/Level holds specific things related to the level.
    - 1. Grid/Image, 2. Player.input 3. Draw frame
    - 4. Game Loop. (drawframe, player.input, events, render)
  - ☒ [TASK] Master Level parser Logic
  - Confirm Grid Coordinates constantly
  - Find a way to get Console's Lost input to avoid loop of rendering ✓
  - Map fonts = BlurVisionASCII
  - Dialog font =
  - Want to color. X=Red O=Blue Z=yellow

- Use Linked List to write Display, instructo
  - Instruction Font = Mini
- Loading Symbol. Method → Sleep. use
- "Once Scen transitions are complete,
  "RunGameLoop's Completed next (Events)
- Organize. Solution Explorer
- [20240238] Implement the rest of scenes and transitions.
- Add conditions to places ☒
  - Cant enter graveyard until has key ✓
  - Can't enter barn until in graveyard ✓
- Enemy Class creation with all enemies
- Battles → Battleground class → [Items Class]
- Check inventory Display (Weapon + key)
- Appropriat Damages after Battle Implementation is complete
- Beginning Story dialog needed.
  - ReadKey() → ReadKey(True);
  - Causes the attack methods to not run on...

- ☒ Just need "Reaper

- ✗ KNOWN BUG - Player fight method doesn't always call and skips this turn.
- ✓ Check menu method (0 + 1s)
- ✓ Check how to add items globally
- ✓ Neatify
- ✓ IntroOutro handle all Death Scenarios ① ✓
- ✓ Add musics ⑤. → Add intros to fights
- ✓ Add timer to Maze? ②. → Push to a potential polish
- ✓ Sword option that's poisoned at barn and gives 10 HP every turn ③.
- ✓ "Don't make a Deal with Death"
- ✓ Dialog after Battle? ④. ✓
- ✓ Install NuGet for Sound Player ⑤. ✓

See Final Touch ups
Pg. 107

Intro Screen.

Title?

Quick Doodle

Instructions

Menu Selection

- ✓ Start Game
- ✓ Exit
- Outro - credits? → Seperate

Seperate Scereen.

Battle Logic

Player Attacks ⟲ Enemy Attacks

If enemy dies → check if there are more (group)
 ↳ repeat attack sequence → go back to screen

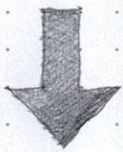If player dies → Death Screen → Go to main title
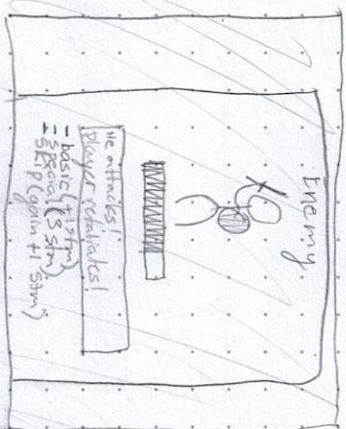 Exit Game

Display enemy name
Art
Health Bar
Dialog box
Player attack options

↓

[If time make border]

"Enemy Defeated Screen"?
"Enemy Attacks" Screen?

Polish + Final Touch-ups

Final Potential Additions   Added!

- Option for Player to recieve +10 damage potential at the cost of: 10HP per turn → the catch is the 10HP cost is not said.
 "Don't make a Deal with Death"

- Add a timer to the maze, you get woken up outside the maze to try again if you exceed the timer.
 → fog, mist etc.

- Add an enemy to chase Player in maze. If it catches you, you die.
  - Dialogs when exiting places ✓

Bug Fixes

☒ Menu Battle bug - Need longer render time
☒ Menu selection Dissappears-fixed list length
☒ TryCatch Window Sizing in begining
☒ Clearer Game Controls Description Code
☒ Center all Dialogs as best as possible