

Matt: currently working on the character textures. This process does take quite a bit of time because I have to ensure every frame is quality and matches up in colors/proportions with the others. I don't think I can put too much focus into programming until a lot of this drawing process is done. I ought to at least be done with the main character textures this afternoon.

GUSTAVE: Someone else besides myself has to take some initiative with programming. I have only been able to work on two classes in the last two weeks. ALL WE HAVE IS AN ABSTRACT CHARACTER CLASS THAT SETS UP THE BASIS FOR ANIMATION POTENTIAL AND AN INVENTORY MANAGER THAT I NEED TO REWRITE TO IMPROVE IT...

Matt: checking out the code now; going to attempt to work on the code for level 1; main focus will be ensuring camera follows character and graphics work; later physics will need to be tweaked and colliders will need to be added. I'll be looking all around at lwjgl tutorials and whatnot soon. Also, 2nd level design is in the works. Going to make one linear layout like the first, and one that ought to work if the camera can follow the player upwards as well as left and right. Simplicity will be key to the designs while still showing off the rogue's capabilities. Want me to add all the images so far to the resource folder?

I feel that the sooner we get all of the character textures done, the sooner we can tweak the game mechanics instead of worrying about the levels

Also, everyone, what progress do we have so far for this document due tonight? Anything on the technical/coding side? I think we have our plot and overall game design details down pat.

The progress report needs this:

What we've done:

We've decided on what classes our character can use and what characteristics and abilities those classes have.

We've designed four levels and have started working on the art for each level.

We've decided on what plot the game should have and what bosses and enemies should be included.

We've decided what the puzzle, adventure, and RPG aspects the game should implement.

What we still need to do:

Finish the art for all levels and entities.

Get the platforming aspect of the game working; a moving character with gravity physics jumping and colliding with platforms and the ground.

Get the enemy artificial intelligence working. A unique AI for each boss, and depending on how much time we have, a semi-unique AI for each enemy type.

Get the controls working. Implement the controls so that some abilities are available only to certain classes.

We haven't touched the music or sound effects yet

Issues we're tackling that are giving us difficulty:

Implementing images on the screen and moving them with the keyboard keys

Alrighty, Matt here, I just made an album of some more drawings, this time of the lich's lair and the lich itself. I was thinking of potential ways this boss could work, and I was thinking that it could be invulnerable when it has its purple aura, and when it focuses the aura to the sword before attacking, it becomes vulnerable. Also, we just need to also keep in mind how ambitious this game idea is as a whole. I fear that we may have to scrap some gameplay mechanics if we can't efficiently implement them on time. Here is the album with all the drawings so far (will be updated soon) <http://imgur.com/a/QoJny#0> (be sure to click on the images because the thumbnails look weird lol) Also, if there is anything aesthetically you would like changed, type it out!

Just did a basic level 1 design! Included some hints in the clouds and cave paintings. All images that would be considered movable or platforms are not present. This includes enemies, the player, the sword you find, the locked door, and the platforms over the pond. I am just now realizing I might need to add a couple trees, but tell me what you think! It's a very large image, so you will have to download it and zoom in from here: [Level 1 Image](#)

NEW THINGS/ EXTRA DETAILS THAT NEED TO BE ADDED TO THE SECOND DOC ASSIGNMENT DUE TONIGHT AT 10 PM:

Game Description: we need a little bit more detail; this one shouldn't be too hard considering how much info we already have on this doc lol

Characters: we need a list with brief descriptions; pretty much we should mention our main character and his abilities as well as the main enemy, whatever that should be....

Game Notes: this is where the bulk of the detail from game description will come into play; this will be like a description of the progression of the game and how it all works; this is also where we talk about bosses, goals, levels, and whatnot

Class Diagram: once we decide on characters, we can build a rudimentary class diagram in BlueJ and then from there, post a pic of it here and tweak it until it meets our liking

Map: provided already below by Luke (or at least I think it was him)

Everything has been compiled and I am uploading it NOW!

For TONIGHT at 10 PM, we need to get the following. Turned In! :D yayyay

Team Name:

-The Helix Prophets

Team Members:

-Matthew Brandl
-Zachary Burke
-Travis Evans
-Luke Hebert
-Gustave Michel
-Logan Simpson

Game Title:

-I'm not Saying You're Obligated to Explore this Castle, but-
-INSYOTETC
-Gourd was alone

Game Description:

-2D Sidescroller Platformer Puzzle with Adventure/RPG elements
-protagonist that can shift classes at the blink of an eye
-the player wakes up in a field, confused, and doesn't remember who he is. He must explore the nearby castle to try and find the answer to who he is; some items he finds along the way seem oddly familiar to him. There's no telling what lurks around every corner...

Target Platform:

-I am pretty sure we agreed upon just Java Application; no droid tomfoolery

Graphics:

-2-D Side Scroller
-wanna go for like a stylized 16-bit or 8-bit, or do you want to just go with whatever is easiest to do (like basic drawings)? I kinda want to go for cartoony graphics with big black borders on everything
-concept art this weekend; feel free to make your own, though, if you want to do some drawing!
-We would need an avatar for every class or maybe one avatar that switches between them
like when you switch to the wizard you put a hat on and take out a staff and when you switch to fighter you put the hat and staff away and you take out a shield and sword or something
-Will our levels mainly be composed of puzzle elements or enemies? mostly puzzle/platform. Maybe like in portal where you have to knock over all the robots before you do the level, you would have to clear out all the enemies before figuring out how to do it
-maybe defeating the enemies will drop some sort of key element in solving the puzzles? with enemies we may have to stick with basic movements unless AI isn't too difficult to implement

APIs:

-LWJGL with OpenGL, slick-util, and dyn4j

We need to figure out:

-How many classes/Characters and how they switch - **We've decided there will be three classes, but we still haven't decided how to switch between classes.**

1) One avatar switches equipment to denote his class

2) Each class is a different person who can be called out with a single button

/*I'd say 2 or 3 just for the sake of simplicity/completing this thing- if we make them really simple then we can do more than 2 easily - like maybe one or two special moves per class or something?

-Fighter

-Rogue

-Wizard

-You start off as only a fighter and at the end of the first level you pick up a staff and become a mage for the second level, then a rogue for the third level, and the final level lets you switch between all of them*/

-the plot -**Unless anyone has any objections, we've pretty much agreed that it'll be something along the lines of "You wake up in a field and you have no idea who you are so you take out your wallet and**

you're about to look at your credit card or something when someone steals it and runs off into a castle, and you have to get your wallet back to find out who you really are, and every time you become a new class then you're like "Is this the real me?" or something existential like that.

/*lets not make it anything boring, make the plot evident in the first few seconds and jump right into the gameplay, no need for opening story or credits. Like someone comes and steals a big statue (or your credit card) and we have to go get it back. Or maybe you wake up in a field and you dont remember who you are. Maybe we could have little text blocks that pop up like ("This sword seems oddly farmilular") or "This bridge looks rather unstable"

-LEVEL 1 - FIELD WHERE YOU FIND STUFF -tutorial level where the basic gameplay elements are shown and basic eneimes are introduced

- Level 2 forest surrounding castle? level for the rogue with their grapples and wall climbing and double jumps and whatnot

- LEVEL 3 CASTLE MOAT - maybe theres a broken bridge going to the castle and as the wizard you have to move stuff and make platforms to get across

- LEVEL 4 CASTLE and FINAL BOSS -maybe jean gourd (or if the main character is gourd, his father or something)*/

-the setting - -where does it take place? a castle? A CRAZY castle? A bouncy castle. (not really)

-you've lost your identity and you can figure out which version of you is the real one - but then some big baddie comes in and maybe steals a statue or something and you must find yourself while stopping that nasty foo'

-characters: protagonist dude, slug boss thing, some sort of massive final boss that owns the castle (we should secretly insert ourselves into the game somewhere)

-the puzzle aspect - the first idea was that the background would display parts of an image and at the end of the level, to get to the boss room you would have to pick the correct picture

-the enemies -the weakest would be something like big butterflies that didnt attack, then goblins that would stay still and attack anyone that came close, then orcs or something that have armor or more health.

-the rpg aspect- In trine, there were collectables and if you got enough, you would get a level and you could improve one of the skills of one of your classes (wizards would be able to make two boxes, etc) so maybe we could make it to where enemies would give you experience and would cause you to level up like armor or health or damage or movespeed or jump height

-the adventure aspect- this should be covered pretty well already

The Classes- (abilities subject to change, feel free to add your own comments) Gotta try not to make it too much of a trine clone

Fighter- Can run fast but can't jump high. The fighter would have a higher attack than the rogue and would attack faster, and would take reduced damage from enemies. The fighter would mostly be used for fighting at close range

Rogue- Can run fast and jump high. Can attack from a distance with a bow, which would deal minimal damage unless charged up. He would be able to move while ducking and would be able to grab onto ledges and climb up. To give him more mobility, he can also wall jump. The main purpose of the rogue would be to traverse platform puzzles, climb impossibly high walls, and dispatch enemies from a distance.

Wizard- Can jump high but can't run fast. Cannot attack, unless we want to implement boxes falling on enemies causing damage. He can lift boxes and loose platforms, but he cannot move while doing so. He can also see secrets that the other classes can't, such as secret door that would lead to maybe potions or upgrades. The main purpose of the wizard would be to traverse puzzles that would be impossible to pass without stacking blocks and platforms in the right place, and also finding secrets.

The Levels- (subject to change, if there is anything you disagree with or would like to add, insert a comment using the google doc UI, or, if you want to put an in-line comment, denote it with bold or underlined or bigger/smaller font)

Level 1 will be mostly flat plains, maybe some trees and maybe some caves. The monsters will be the easiest ones with some medium difficulty ones thrown in. The level will mostly be a tutorial level for the gameplay mechanics and for the fighter class, as well as introducing the plot and setting. The main type of puzzle would be something like a bunch of platforms or "kill all the enemies and use the key to get to the next area" The final boss is a lich, so maybe there's a cave leading down to his lair towards the end of the level.

In level 2, the character gets closer to the castle and ends up in a forest setting. Maybe he'll find some equipment at the start which lets him become the rogue, around whom most of the level's puzzles will revolve. Depending on what abilities we give the rogue, the level's puzzles would most likely be something about using some wall climbing ability to get over obstacles or climb up trees and whatnot. Monsters would include whatever fauna reside in the forest, probably spiders and ligers or something, and the rogue would be able to shoot them from a distance or he could switch to a fighter and take them out up close.. The final boss is a cockatrice, so maybe the last area of the forest before reaching the moat/bridge would be his nest, which you clumsily walk into and break all the eggs or something.

In level 3, the character reaches the end of the forest and finds a moat and a bridge leading to the castle. Maybe the castle starts to be visible in the background, showing that the player is getting ever closer to his goal.

Perhaps part of the bridge is broken so the character breaks boxes and finds the wizard gear, which, depending on what abilities we give him, would allow him to lift boxes and platforms or maybe be able to sense secrets in the area that the other classes would not be able to see. The most prominent puzzle would be using the wizard's abilities to overcome obstacles, but we should also incorporate elements that would require the player to switch to other classes. Monsters would probably include the guards of the castle, probably gargoyles or orc knights or something. The final boss is a troll, maybe standing directly in front of the door to the castle (or if we want to be stupid about it, he could live under the bridge like all trolls do), and the player would be required to use anything they learned up to that point to defeat the miniboss.

In Level 4, the player is finally inside the castle. The puzzle elements get a lot harder, as well as the enemies (probably more numerous orc knights or stronger orc knights or whatever enemies we can come up with appropriate for a final level). The puzzles would incorporate elements from every class, and maybe the player would have to use all three classes in a single room before he can continue. The level would consist mostly of hallways and rooms, and maybe some stairs at the end of every hall so the player gets a feeling of progression towards the final boss, a dragon, maybe sitting on a pile of gold or bones or something.

MATT: I won't be here Friday when we discuss the game more because I will be in Boston; however, I will frequently check this document, and we can thus communicate through this. I will not have my laptop with me, but I will check on my phone, meaning I can't do any art until Sunday, unfortunately; Gourd's website is down as I read this (Wednesday night), but I am willing to draw up a map of some sort once we agree on one on Sunday if no one else first volunteers; again, I am very sorry I will not be able to help as much for this iteration of the assignment. Also, if you need anything else drawn up, just let me know!



MATT: Some quick concept doodles for the rogue: keep in mind these are by no means finished products for game art or anything, and also the current sizes are just for illustrative purposes; they can definitely be scaled down! These are just some really rough looking ideas so we can try and come up with the best character design we can; feel free to choose which one you like most and what needs to be changed or even if you want a completely different design entirely or something. The other classes' concept art will come once we decide on the best design direction/character since we want it to be some sort of shapeshifting character.

Square 256x256 transparent character test (outlines can be cleaned)



GUSTAVE:

If we want RPG, Magic, and Puzzles, I think everyone should take a look at Trine. It's that kind of game, and would be "easy" to make a side scroller platformer out of it, since it is already a 3D side scroller.

MATT:

I agree with fast-paced for sure

Maybe wall jumping as well? Like in Megaman X? Or would that be difficult to implement

I agree with the regen; far less game-breaking mechanics if you can always get it back

We also want to make sure there is no way to indefinitely get stuck

Megaman 2 is greaaaatt

I can do some chiptune music if needed btw

We also shouldn't go TOO crazy on mechanics; our goal for this class should be a working game;

perhaps after the class we could go all out and make it super rad

ADDING ON TO LUKE'S IDEA: how about we have a big pixelated image background that reveals the boss of each level's weakness?

TRAVIS

Forget everything else i said, make it a trine clone

/*So I was thinking, and a lot of adventure games are really slow

so we should make a fast paced one

kind of like a platformer

like super paper mario or megaman 2 or castlevania or even maplestory

and we should focus on controls and camera and stuff

and if the gameplay is really good then no one would care if our story sucked

kinda like that agent penguin game except we have animations for jumping and double jumping and stuff

and there would be enemies and we would have to hit them with swords or spells or something

and then implement some magic somehow

like we have a mana bar and every time we cast a spell it goes down but the enemies drop little mana supplements, maybe mana regen is pretty good so you can spam and you dont have to worry about not having enough mana to attack anyone

and the rooms would work like theres a door on the right side of the screen and we have to go towards the door and get to the next room but there are enemies and pits everywhere

and the last room in a dungeon would have a miniboss like the angry metal slug

and i guess if the dungeons are short, we can have multiple dungeons

so basically its a platform brawler with adventure elements like towns and quests and stuff*/

LUKE:

I had an idea about solving puzzles with pictures. As players move along the screen, they sees parts of a big picture, and at the end they will have to guess what the complete picture is based on all the pieces they saw in order to proceed.

I like the idea of someone stealing your credit card in a castle. Or since that player starts out in a field, it can be stolen in the field and the AI can retreat into the castle. The adventure begins with the player trying to find his way out of the field.

Also I like the cartoon graphics with the big black borders idea. The KISS principle seems like it would work there.

For the switching between characters thing, I was thinking that the player has the option to switch from wizard to fighter. When switching to the wizard (the smart guy with the intention of figuring things out), the player can see things that he couldn't see when he was a fighter, sort of like the invisible blocks to jump on in Mario games. And when the player switches back to the fighter, he has a weapon which serves an obvious purpose. Just an idea.

Matt, I like your idea about the pixelated background.

Here's our little map.

