

t's?

Jay & Scarlet's Wedding Game.

This should be a megaman like game?

Quick info dump → use MK802 w/ ubuntu, attach NES controller. Code in Python w/ Pygame.

Themes!

- Candelabras (sp?)
- Penguins
- Seaworld
- Co-op?

Jay & Scarlet get sucked into the TV
& must gather the X candelabras to
get home.

Bosses = Eagles, Portmanteau, Travelling Man

Tech vs. Magic
Jay = Zero, Scarlet = Megaman?

2013-01-04

The adventures of Scarlet & Jay: ~~the stickers~~ (some subtitle) [Select between J & S]

→ Red Bird & the (Subtitle) Plays more like zero series
I like this better from a game play stand point. but not necessarily a story
standpoint. How would Red Bird work w/ J & S TV tube issue.

Red Bird is a Robot? That they "pilot"? ← Allows for dialog
but removes the possibility of Co-op. May be ok.

Elements of Red Bird → Upgradeable Weapons

Upgradeable Armor (suit), Abilities

what do bosses give you? How do I incorporate magic? Is it necessary?

Total features => jump, shoot, slash, special weapons?

Ladders.

Low Resolution? Pixelated? or "high end"? How many bosses?
Arguably should be = # of candelabras?

Things Jay doesn't like = hotel California, portmanteaus, travelling a lot,
white wine?, the cold, haggling,

Things Jay likes: RPG
D&D, Cosplay, Tea, Board Games, Finger Shoes
Fish/Coral,

Things... I realize that I don't know Scarlett enough.

Zeek!

↑ Scarlet (one '+')

So... system limits? No. Game design first then spec out stuff.

Need to be done by April 13 (should finish before April just in case)

So Two months for software dev 1 for case fab? Game, Stick Setup, Case, Network upgrade?

Basic Story → Jay & Scarlet are watching TV w/ a penguin & candelabras.

Monster or lightning causes them to be sucked into the TV. Require the X candelabras
to do this. Opens portal, must defeat evil using the Red Bird Suit

Selection screen has four bosses to choose from. Select Boss, go through stage, one special
item per stage. Boss gives power of some sort.

6 stages total intro + 4 bosses + final

Intro has get suit + mid fight + boss

Final = stage + mid + stage + 4 fight + boss.

Bosses = The North, Coldman, Mr. Freeze,

* Instead of the stages being "boss" names i.e. ice man. It should be locations.

Locations = The North, the beach, The Car lot, The Airport,

boss = Mr. Freeze, the Eagles, Salinger, The security

Special in Penguin Coral DJ reference, ~~hilarious~~ Cosplay related

L → The Shipyard

Dungeon?
Work

EAT one of the four for
Rich, Paris, Wentz, Spencer

B → ?

Am. R. Suit

S → I → Tea

?

what to do next:

- Determine shipyard boss
- Determine final boss
- ~~Default~~ Default weapons
- what are boss weapons?
- what are the bonuses granted by objects?
- Determine gameplay ordinances

End of 2013-01-04 ≈ 2 hrs

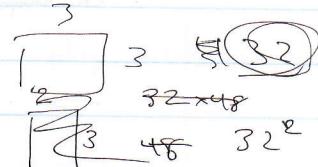
16 wise?

Gameplay

Should be more zero like?

Jay = zero like

Size = 16 or 32 pix high. or 48 but shld be



Jump about 50 pixels \approx full height

above water 4.875 pixels \approx frame \leftarrow initial power

gravity = 0.2T pixels a frame

full height in 20 frames $\Rightarrow \frac{1}{2}$ second

3 lines per continue

under water = 5.5 p/f on 1/5 frame 0.117 subtracted

takes 60 frames

horizontal

1.3125 per frame in air 1.375 on ground

if time permitting

Scal of

3 bullets per screen

Items = Penguin

Coral

Helmet of Draciv

~~Gated~~ Hornuculus Remus

Tea Leaf Bag

[Tobq]

JAY

Sword

No wall slide

Upgrade

Slide

Stick to a wall (wall slide?)

(I'm not putting this...)

Armor upgrade?

#~~Wall~~ E tank

Alters env.

final style upgrades weapon

No other upgrades level wise.

There will be ladders, boss gates, any platforms, water?

LEVEL THEMES

Intro Level = THE SHIPYARD

Stage portions → ~~Ship~~ → ~~Building Interior~~



Special Item = Tea Leaf Bag

Ship → Building Interior

Coming off a cruise ship

Customs

Boss = Customs Agent

Intro Dialogue → Jay & Scarlet find a big robot

Robot boot sequence says "Find the four candleabras to go home"

Then player selects Robot "mode" - Make sure to specify permission

The ship should After activation the robot burst through the roof ↑ (comes up out of the deck of a ship) And player moves to the right.

— Jump off the ship to enter the building. Building has touristy things? (coffee shop, moose, coral shop, dining)

special item is up a wall (Dialogue sequence)

— Then boss is the customs agent.

Dialogue w/ Customs.

"I'm sorry but I can't let you get by without a cavity search."

"That's not going to happen" / "Um... No."

THE NORTH

Special Item = Penguin

Stage portions =

Boss = Mr. Freeze

Baseball Field { Snow → Mountains

→ Cave

The Base should have planes in the background.

The Mountain should have owls & Spiders/people climbing

The Cave is where Mr. Freeze is.

The penguin should be found in a pit. ~~pit~~ ^{enemy visibly stopped}.

Diary → Do you know what killed the dinosaurs?

Mr. !!!

The Beach

Special Item: Coral

Boss = An EAGLE w/ A guitar

Stage Portions => Beach

College
Dorm Room

The beach should just be a beach start at the ocean, (or a boardwalk)

Move to a college campus (w/ GA colors, maybe a banner)

Then its a dorm (w/ a Broken Soda vending?)

The coral should be found during the beach portion & require the slide.

— Boss Drudge : "They let us play you a song..." (play hotel California)
"NO!"
"Fude--"

The Car lot

Special Item: Helmet of Drowning

Boss = Car Salesman Manager

Stage = Lot → Interior → office

The lot should be mostly flat w/ Cars in the background

The interior is a multilevel Area where the wall jumps will be needed to get the helmet of drowning (in the service department)

Run into the office

— Boss Drudy : "let me make you a deal"

"Helps car login over"

"How bout"

"No"

"But"

"NO. ~~Box~~"

"Fine. Blah"

The airport

Special Item = Humanoids Remains

Boss = Security

Stage progression

On Airplane → in Airport

→ Security Gates

The airplane should be fairly large w/ seats & flight attendants.

Transition to the airport ~~area~~ via the walkway. The airport

can look similar to the shipyard interior, just add "gates".
Security should be like the TSA line.

The humanoids should be on the airplane requires the helmet (water travel) to get + slide + wall jump.

Boss Dialogue

"Stop!"

"Why?"

"I don't know!"

The Dungeon

Special Item = Tuba

Boss = 4 bosses (no dialogue) + Men in Suit + Monster

Stage Progression: Parking lot + ~~Cube farm~~ Cube farm + office

Should look like a work parking lot.

The cube farm is the teleport for bosses

"Free's everyone"

The Man boss fight leads to monster summon.

If you have the intent of drowning you can bypass the man fight.

Dialogue = Sue Park = ~~uh... there~~ "You're free!" "Oh... this?"

Sue Perry = "I ~~know~~ have set you free!" "When have you been this calm?"

Sue Spenser = "I'm free!!!"

Sue Wandy = "Ahh!" "...?" "Is ~~she~~ vacation?" "Thanks!"

The man = "You must stay! Work for me!"
 No helmet Dickie
 JB "I just want ~~say~~ what's mine."
 "Never!"

→ On defeat the candelabras open a gate {
 an evil monster comes through ; tries to
 steal the sticks.

The man w/ helmet : "You must stay! And work...
 is that a helmet... it's shiny... *jink*
 Pts on helmet, can't take it off... dies...."

Ending is the reverse of the intro.

After 4 bosses → The man steals the candelabras.

Items → tea~~cup~~ = health (big & small)

mana potion = "magic" (big & small)

1-up (Shaped like a penguin)

Boss Power Ups

Customs

Mr. Freeze

Eagle

Sales Man

Security

Molee

Flurry

Down Strike

Booth

Pitch

Pile Driver

Flakets

Proj

shotspel

thin

ice projek

musin notes

Briefcase Bomb

Laser Bom

z

z

z

z

z

z

Determine Average Monster per level 2013.01.13 16:23

The shipyard - { Rats → they just run until they hit an edge (fall) or fall (change direction)
on ship { Seagulls → swoop once and then disappear

building interior { Trashcan → (hard hat guys)
{ Cannon Turret → ?

The North - { Snowmen - throw snowballs
base { Airplane - swoop back & forth
{ Mps - shield + shoot
mountain { Owls - swoop & fly off
{ Plankers - people run & plank in air

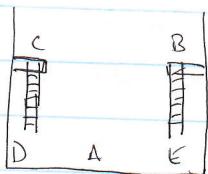
The Beach - { Seagulls - swoop
beach { Crabs - walk + shoot bubbles
college - { Giant Beetle + Bees + Bee Hover + swoop
{ Coleoptile - Shoots at player

break 16:37
18:51
The car lot - { Garbage truck spits out cars
{ Snakes in Suits - Slither toward player
Interior - { Cannon Turret
{ Trash Cans
Train Station - { Beverage cart - rolls by spits stuff
{ Fan Bulk Drops
in Airport - { Trashcan
{ Falling baggage

The Dungeon
Parking lot - { Deer - Jump when player gets near & runs off
{ Cars / ~~motorcycles~~ (motorcycles?)
{ Security Guards - Shield + shoot

19:01
Total time on monster list ideas = ≈ 30 min

The Man



Moves =



rising elasti ball that slants

at A

Runs and jumps to B or C (opposite of player)

Crash down to A

Then go invisible for X seconds

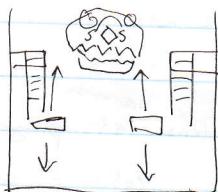
↳ If his pos == player pos
grab player for drain
dash A ten times to end

Invisible repeat moves

Jump at player ↳ crash the girl
Two or Three times

or [Jump below D A E shooting at
player]

The Monster



Jaw opens ↳ energy bar prevents player.

Eyeballs close up ↳ shoot at player

A shield protects the weak point, after X shots
it moves to the other side

~~ART Pallette~~ Palette Tip
if $A.hue \neq B.hue$ then

$$A.sat = B.sat; A.bright = B.bright$$

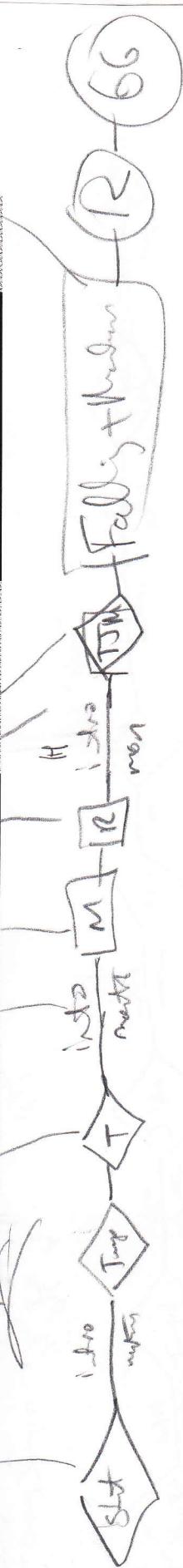
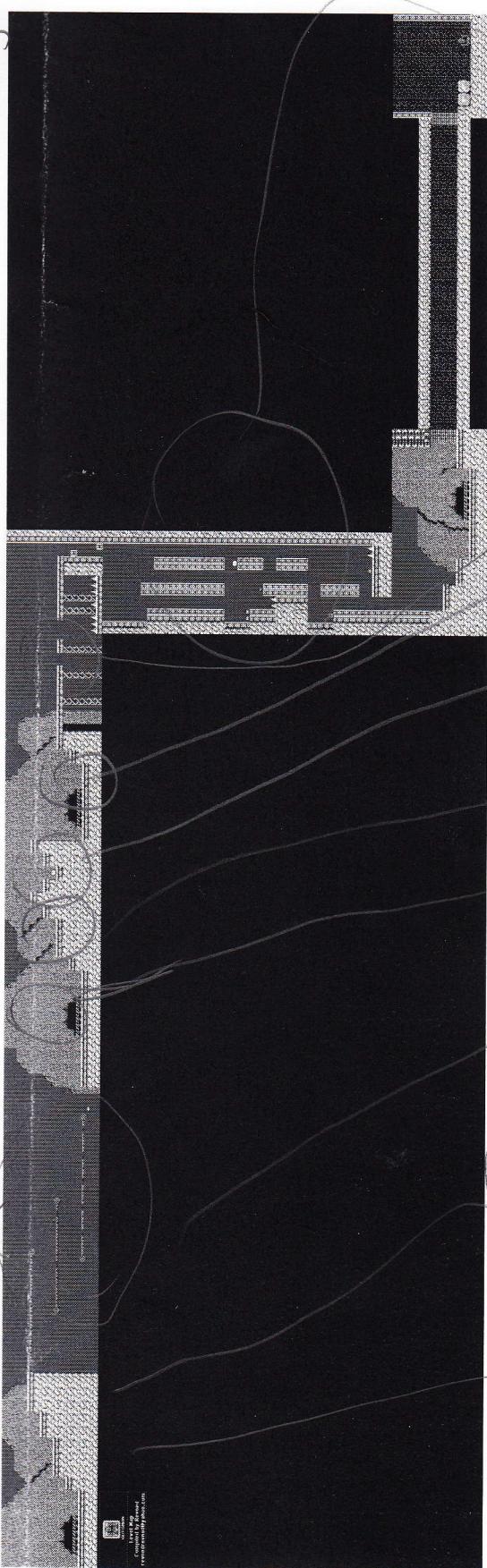
else if $A.sat \neq B.sat$

$$A.hue = B.hue \quad A.bright = B.bright$$

else if $A.bright \neq B.bright$

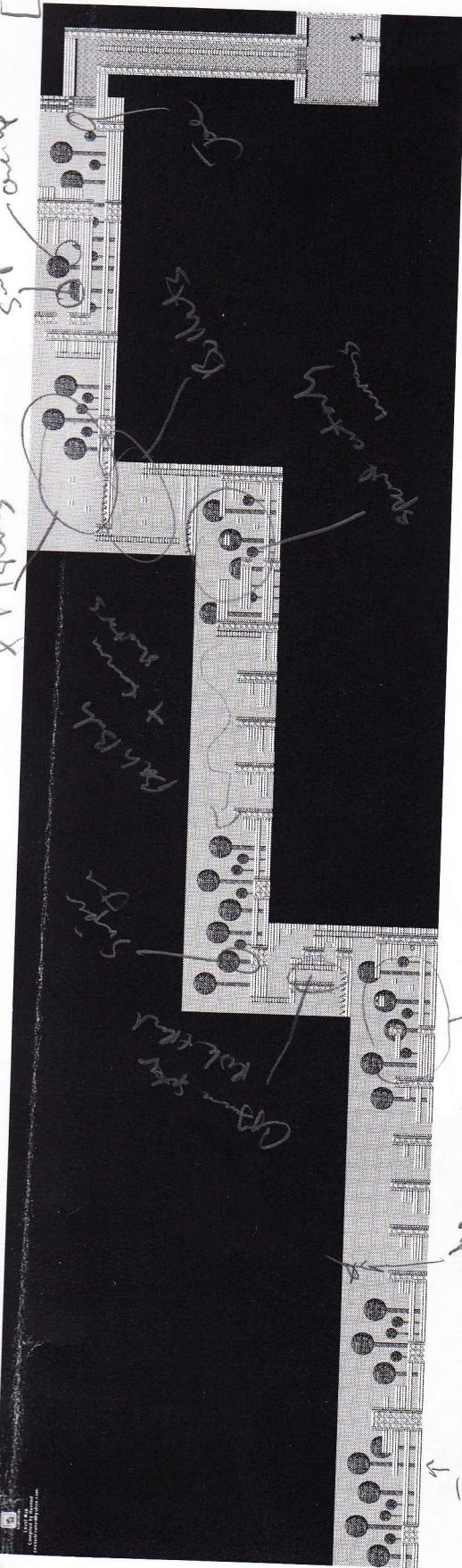
$$A.hue = B.hue \quad A.sat = B.sat$$

[guts man]

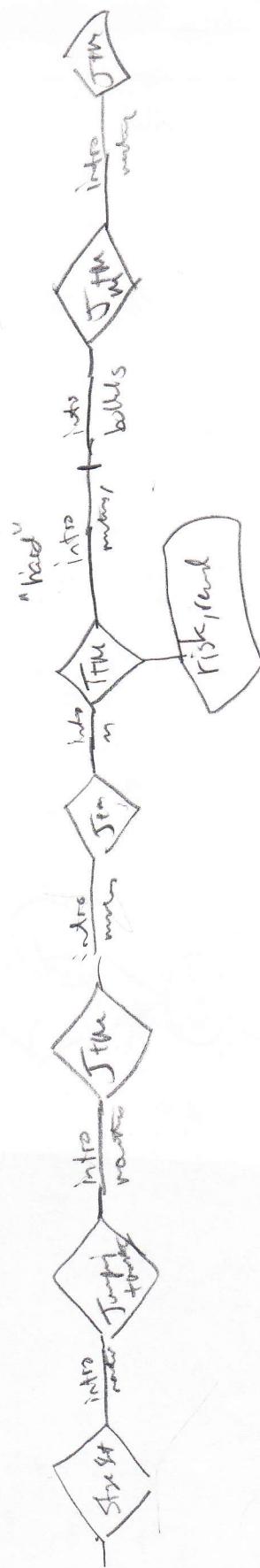


January

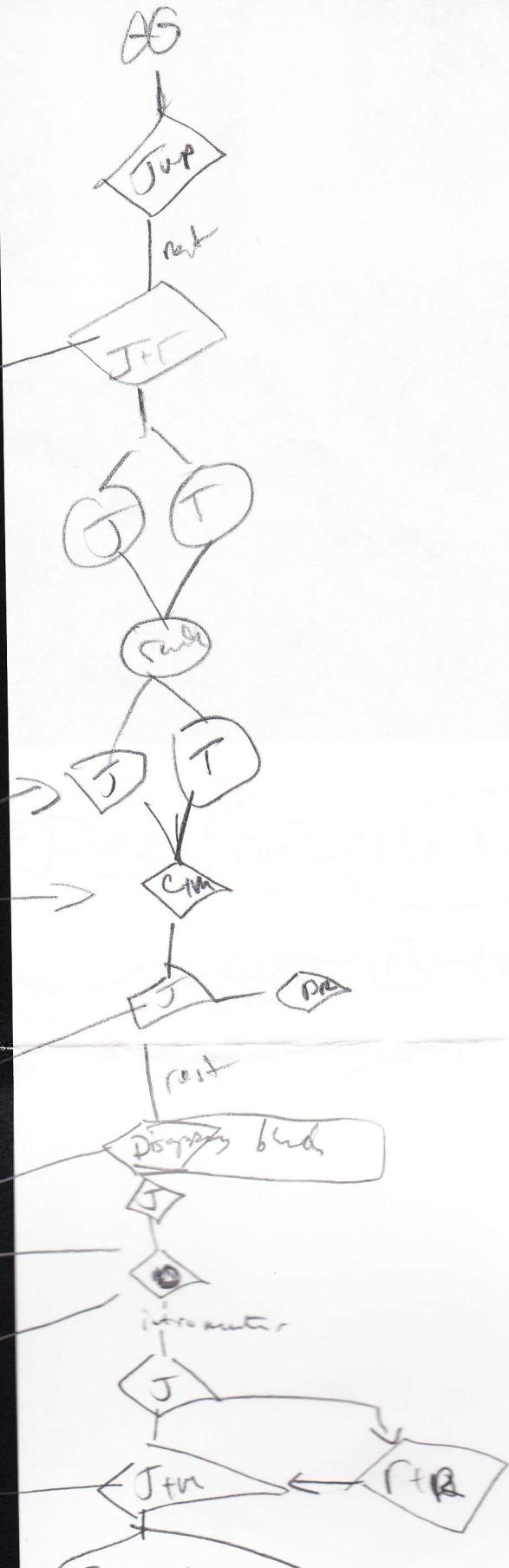
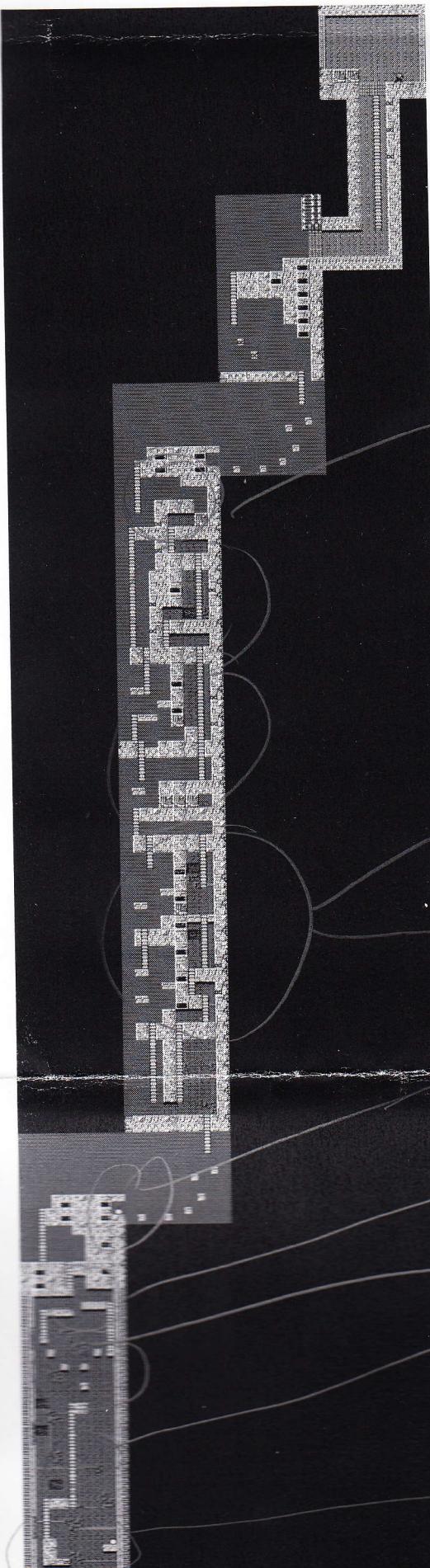
Sister over [Banshan]



Tony
+ Cherry Turner

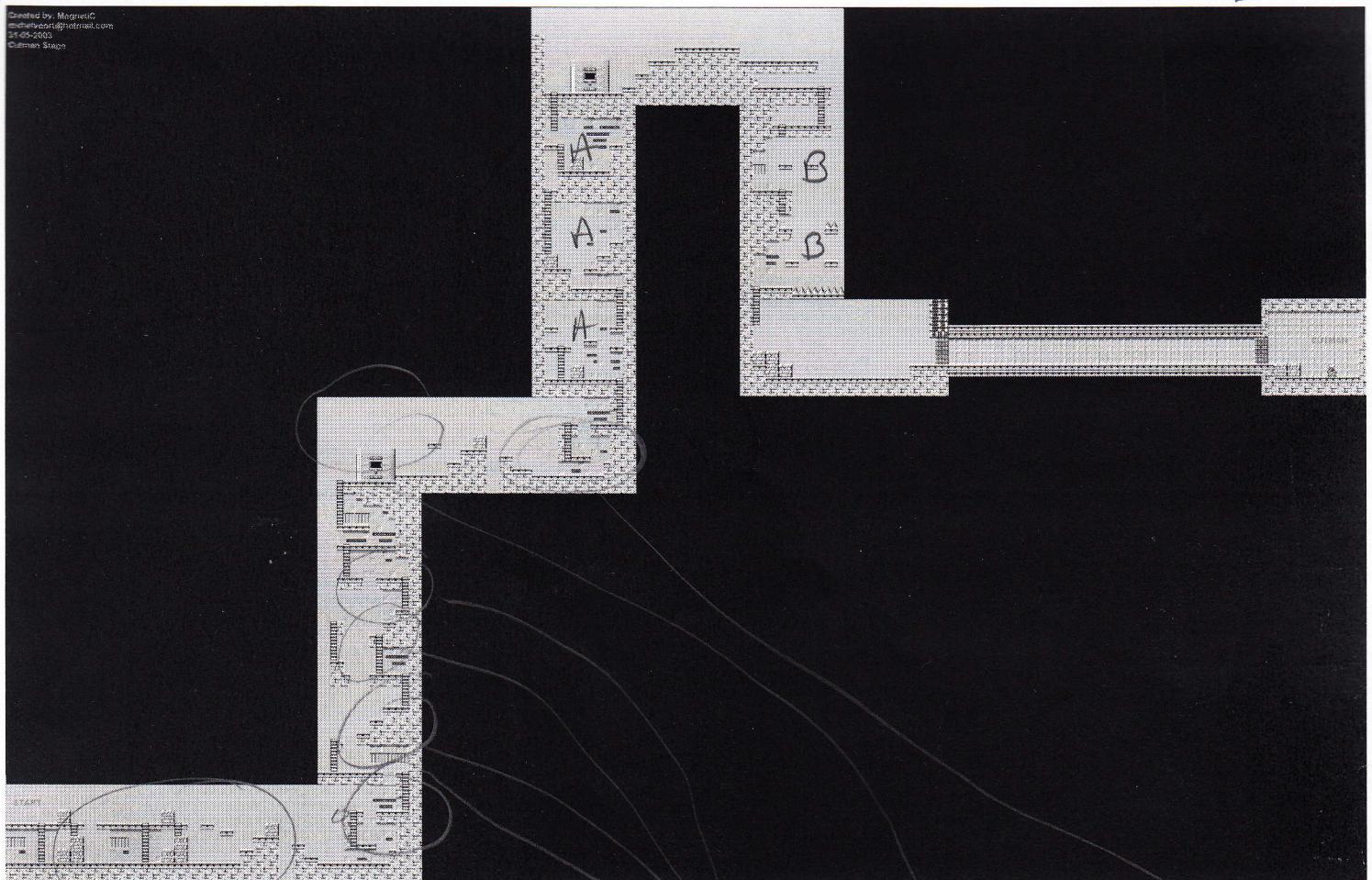


[Electron]



[cotman]

Created by: MagneC
magnetcarts@internat.com
24-05-2003
Carmen Steps



Stat - techjup - $\boxed{M+J}$ - intro
and [Thr] - Monday - astro nutt

A
[J+M] - [JM] - [J] - [COT]
[Tep] - [M] - [R] - $\boxed{[M+J]}$ - $\boxed{[M+J]}$

+ GG

The Pointots Are May
level directions.

Continue work on $\text{f}(\mathbf{x})$ \rightarrow

2013.01.19 Level Analysis of Megaman one.

Each STAGE consists of the following type of segments

REST - No monsters or traps

Intro Monster - Shows a monster in a "safe" place (easy to defeat)

Monster + Trap(s) - Monster previously introduced in the stage plus some sort of challenge or "trap".

Challenge Trap - Jump (requires player to jump, either a timing issue because of monsters or a tricky jump that could lead to death)

Timing (requires player to time basic movement or take damage)

Falling (usually requires the player to avoid instant death spikes of doom)

Monsters - no challenging jumps, just monster(s)

Little annoying flying monsters

Mix of Monsters

1 hard monster that basically stops progress

Reward - health or 1 up

Reward + trap/monster - must defeat a hard monster or overcome a trap/challenge
get health or 1 up

Gate Guardian - Some sort of "difficult" monster before the boss gate.

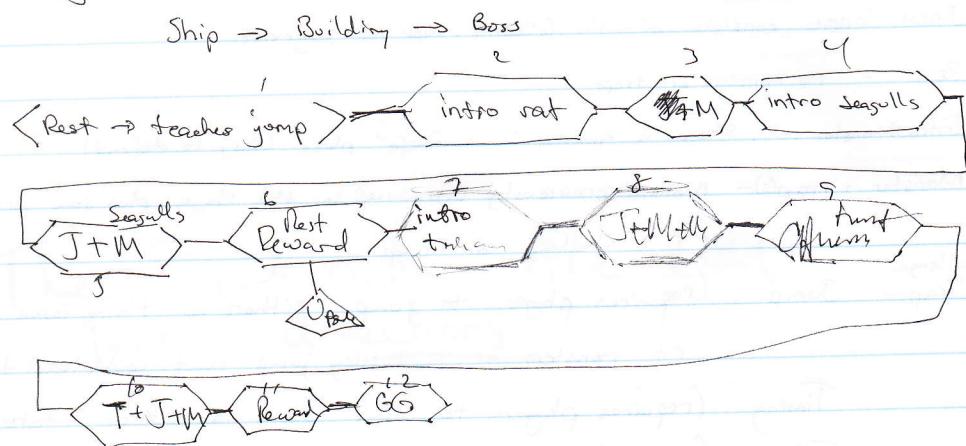
EACH STAGE has one gate guardian

two rewards (usually at $\frac{1}{2}$ and end)

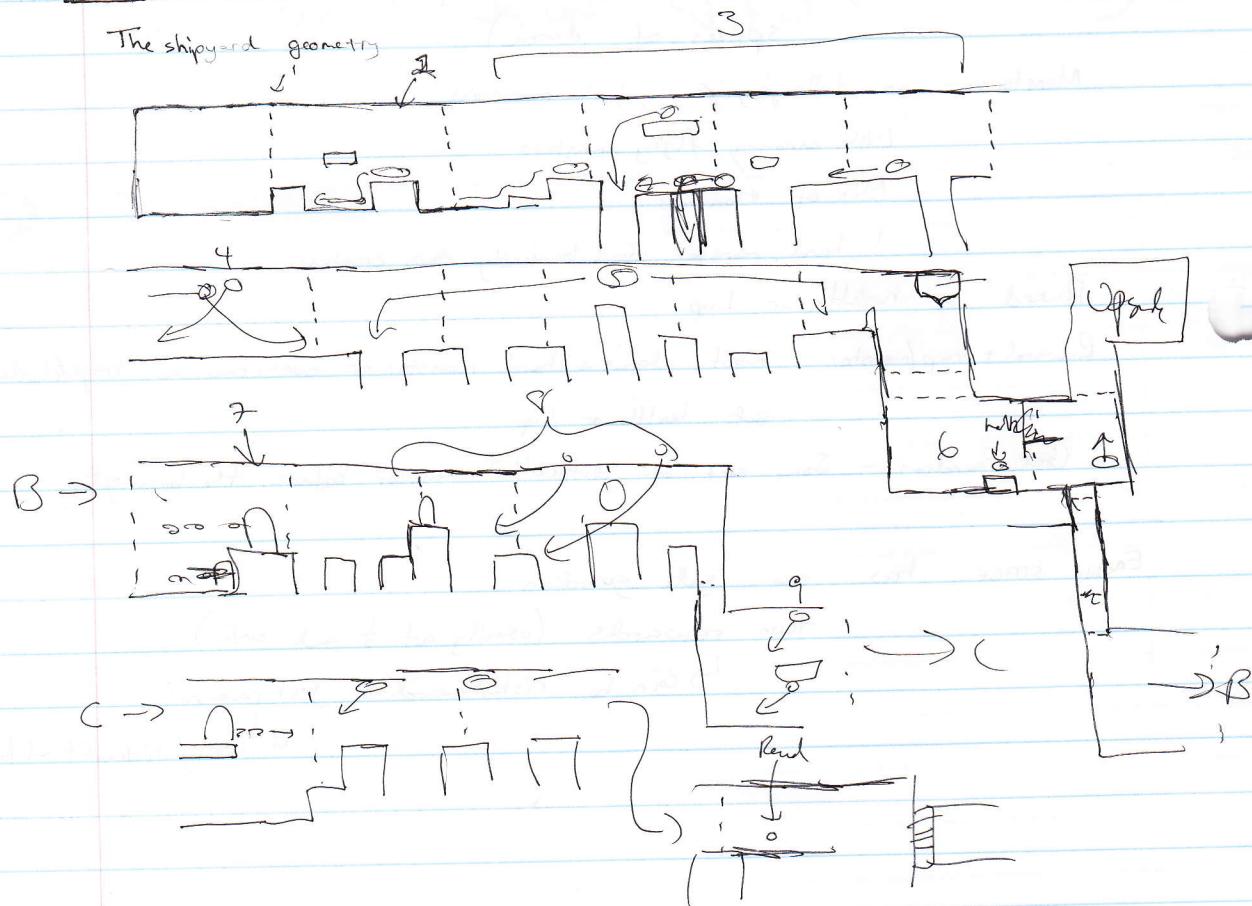
↳ can be risk/reward or just reward

if really difficult at first.

The shipyard - by Node



The shipyard geometry



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Version 1 List

- jump, shoot, fall, navigate a space
- load map (singleground)
- load background? (maybe not till we have actual graphics?)
- monster spawn points
- monster behavior for first level
- health pickup
- boss gate
- death by fall
- boss fight
- code logic for title screen → first level → game
- code logic for title screen → continue ↗
- implement each stage
- graphics update
- ~~implement dialogue sys~~
- implement special weapons (do while on bosses?)
- implement special items
- implement special obj
- implement dialogue system.

Next steps —

- Set Display working full screen.
- Set Controller working
~~get sound working?~~
- Set up a default game loop
 - design ~~player/fps~~ game loop.

Systems To Build for the game, Systems for the game.

Systems - Graphics, Sound, Input?

Game Systems - Entity, World Loading

Step 1 - use tile editor program to create room

Step 2 - Load map in python

Step 3 - display map

Step 4 - add player spawn to map

Step 5 - load player spawn

Step 6 - Spawn Player

Step 7 - Add gravity

Step 8 - Move Player w/ Joystick

Step 9 - Player Collision w/ map

Step 10 - Player Jump

Step 11 - Scrolling Map ("Screens")

Step 12 - Locking Map views (Joined Screens)

Step 13 - Shooting / Attacking

Step 14 - Enemy Spawns in editor

Step 15 - Load entity Spawns

Step 16 - Load entity if they aren't on screen & scrolled
on

Step 17 - Ladders

Step 18 - Boss doors

Step 19 - Boss

Step 20 - Specialty Menu

Step 21 - Select Special weapon

Step 22 - Special weapon usage.

Where do I start? Originally I would just throw it all together, but I would prefer the game code to not be a giant freakin' mess. However, the goal is done not perfect.

Attempting to make tasks similar to work org. To do that probably should move off trello? Not necessary. All my stuff is in trello now.

Goal 1 → Get a level displayed

↳ understand Tiled's export format

↳ create or find a tiled map library to use w/

Tiled & pygame & python

↳ Display it using constructed map data & graphics system.

"Map loader for 'tiled'" Results in a pygame compatible library.

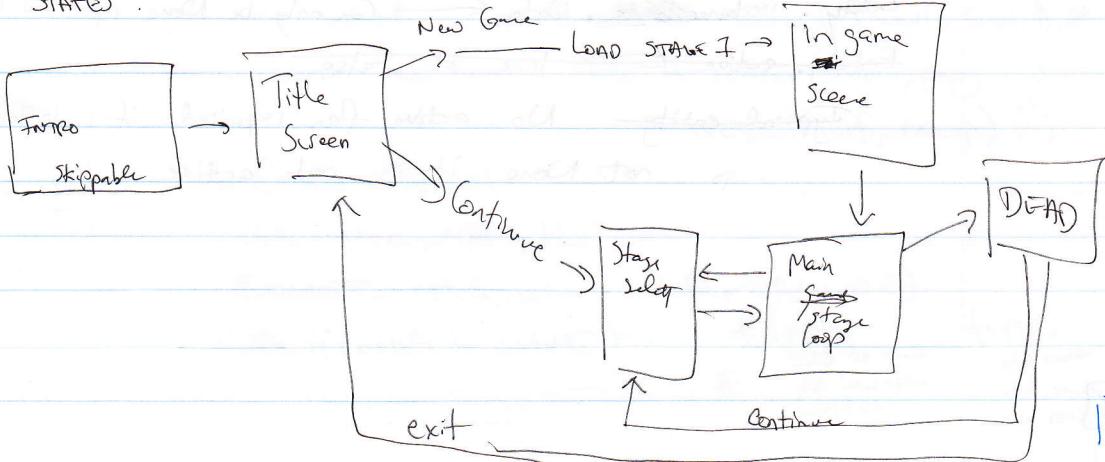
= investigate game library to understand how it interacts w/ the system.

Get me
into flying
fast fast
+ fast

I currently am using a library that can load & display the tiled format.

- Create a map of just the obstacles (Red Tile)
- Load that layer
- Get Dungy Layer 2 + parallax working

CODE STATES?



2013-02-23 Goal - Determine System based on tiled format

Steps for using the tmx loader

- ① Decode map
- ② Load Resources
- ③ GET RENDERER
- ④ Get layers
- ⑤ Render

Two types of layers - group or not
object-groups will contain non-tile entities

Tiled Convention for game

~~Layers~~ * 3 layers | background, 1 ^{playground} foreground, 1 Collision MAP
| Object layer for ~~current~~ player, entity, item, gate spawns

The Render helper will handle sprites if not.

A SPRITE = TiledTmxLoader.SpriteLayer, sprite = See examples for how to extend it.

So → ~~What issues here (Never mind)~~

MapData = DecodeMap

RenderLayers = all non-object group layers in MapData

Preload GFX for level

EntityLayer = get object group layer from MapData

Active Entity List contains all sprites on current map.

An Entity class should be created per object in

Entity {
 ↳ loaded ObjectData (original)
 ↳ Any instance data needed

Entity.originalMapData ← Can be None

Entity.instanceData ← Can only be None if originalMapData is not None

Entity.active ← True or False

Typical entity No active flag required if instanceData is not None it is not active

Collision layer contains 34 tile types → pass, collide, Instadeath(~~explode~~), climb

Level Game Engine

LOAD MAP

PRELOAD ENTITY GRAPHICS (once per type)

MOVE CAMERA TO NEAR PLAYER SPAWN

SPAWN PLAYER

~~RENDER~~

ENTER MAIN LEVEL LOOP

? MOVE PLAYER

Process Player Input (Move, Shoot)

if Pause do menu

Process Enemies (spawns, moves, sheets)

~~Process Bullets~~

Update graphics

Game States Should be stack based →

Game State

MAIN LOOP

- init
- interrupted
- resumed
- exit
- update

if (exit loop) {
 current state
 last exit

Example (PAUSE)

Convention State change happens at the end of a state



So level wants to put on pause

at the end of its update call it returns (Pause, push) ?

when ~~Pause~~ when pause is done it returns (None, pop) ?

on ready (self, no-op) ?

while (stack.states > 0)

cstate = stack.get(~~top~~)

? nstate = nstate, action = cstate + update(Δ)

~~if~~ if (nstate != cstate):

if (push)

add to game
old.interrupt
new.init

if (pop)

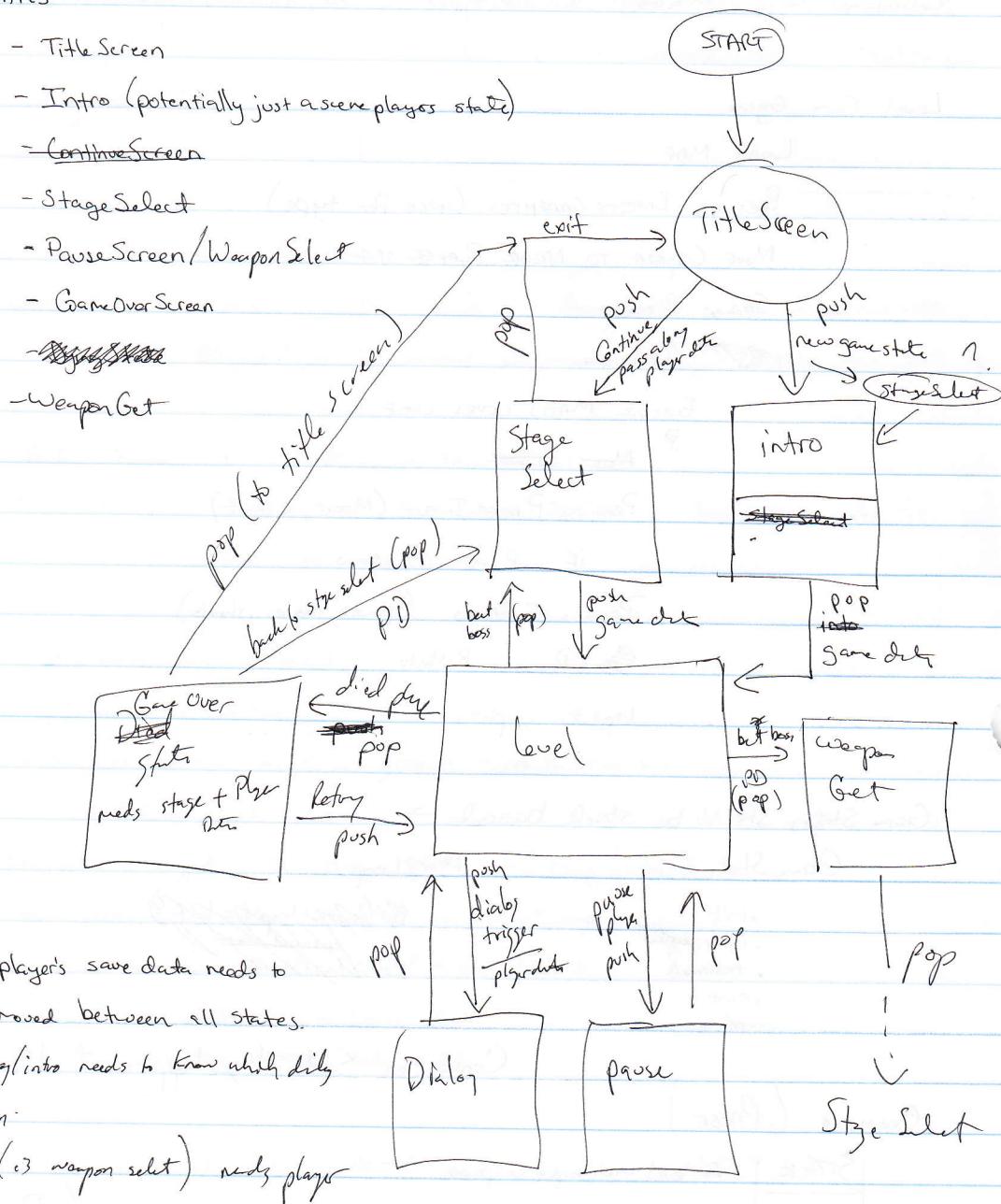
old.exit
old.suspend
new.resume

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2013-02-24 - Goal = Determine game + state logic + what needs to be passed around.

STATES

- Title Screen
- Intro (potentially just a scene player's state)
- Continue Screen
- Stage Select
- Pause Screen / Weapon Select
- Game Over Screen
- ~~Death Screen~~
- Weapon Get



- The player's save data needs to be moved between all states.
- Dialog/intro needs to know which dialog to run.
- Pause (or weapon select) needs player

Start with → LEVEL

- Pause
- GameOver
- Stage Select
- Title
- Intro/Dialog
- WeaponGet

important to do first.

* NEED A GRAPHICS SYSTEM
THAT USES THE TILED STUFF,
NON TILED STUFF.

Graphics System.

set

get TMX Layers

set

get PreTMX Layers (add/remove) // Clear

get PostTMX Layers (add/remove) // Clear

The pre/post TMX layer is just a set of bitmaps that'll be rendered in order.

States should Remove/Add on init, exit, interrupt & resume.

That's fairly convoluted overall, but it should work for this.

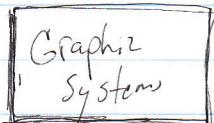
START — Create Graphics System (GS)

the tmx layer should only be used by the Level & Dialog states. Could potentially make these internal to the states and have the GS only use layers (non-tmx).

So. Level would render to a bitmap or something which would render to the screen as a layer in the GS. Will move it out later if it's an issue.

* More python packages around

Design System
Gfx System
Entity



The entity system may need to update the graphic system

2012.03.03 GOAL: DESIGN ENTITY & Graphics system

How to do it? ↗ Investigate Retrobot's entity system

Entity

update, collision, justDied, destroy, message, SetName

Set/getTagId, Gfx data(files), World position

orbital, durable, isPhysical, setPhysics, Set/getSpdPer

EntityCaster → createEntity()

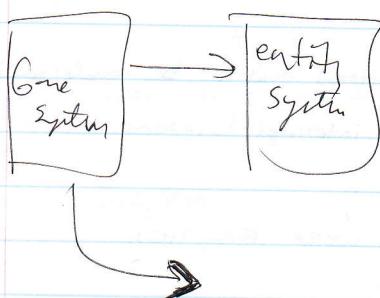
EntityManager → SetupGrops, getEntitiesInGroup, ClearGroup, registerEntityCaster, createEntity, deleteEntity, update, getEntity, processAddition, setEntityByTagId

Looks like the old design had a full dependency on the sprite Engine.

How will your game interact w/ the entity system?

Gamestate(EntityManager * em) em->create("Type", x, y)

There needs to be a system for holding onto the entities. (Not this one)



Basic level process

loadMap

createActiveEntities

createPlayer

enterInitState (main state loop)

splitEntities

updateActiveEntitiesIfNecessary

After load of Maps

load sprites needed for each entity into the graphics system (returns id)

↳ Map id to name

↳ SpriteSheets?

for each active sprite

createEntity(" ", ~~1~~)

add Pix

Entity::preloadSprites()

Entity.

id = gfxsys.load(source)

Two Types OF Entity objects

EntityCreator → in charge of

Entity

IT?

Gfx is in charge of

bottom Layer

top Layer

top Layer

loadSpriteImages

getImagebyId()

setDybyDow()

setIdforDow()

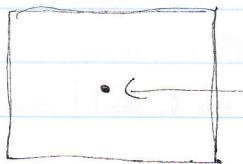
- AM I OVER DOING IT?

will just need to work for him
GFX.

lets at least stub out everything

2013-03-05

Screen Size 320×240 player is at tile 64, 128



STARTING CAMERA BEHAVIOR IS CENTERED

player x,y = 160×120

if player is at 64, 128 translate the camera left 160-64
translate the camera up -8?

[No]

Rebels ($\text{PlayerPos} + \frac{1}{2} \text{width}$)

($\text{PlayerPos} + \frac{1}{2} \text{height}$)

$160 - \cancel{64} - 16$

32×48

$128 - y + \cancel{48} ?$

What are the next steps?

~~DETERMINE what to do Draw IT!~~ PARALYZED!

What is needed for a level to be functional?

LOAD ENTITIES

→ Load ~~all~~ Entities in that have the .persistent property set to true

into Active at the start.

→ Only load the new entities up to active entities when the Spawner is on screen and no entity for it is spawned.

... or make all of the spawners of extra values →

I think this'll work.

→ Load All entities

Camera object w/ movement characteristics. Entities should be able to query "on Screen".

Step 1 - update test to be a horizontal map



Step 2 - create a "player" sprite

Step 3 - Code the entity system w/ gravity and ~~potential~~ collision

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GOALS OF THE NEXT SIT DOWN*

- ENTITY SYSTEM
- PLAYER ENTITY (move left & right no collision)
- IMPLEMENT THE COLLISION SYSTEM
- IMPLEMENT GRAVITY
- PC - JUMP
- FIGURE OUT CAMERA (could be an entity or a link to the Rendered World)

PART OF THE ENTITY System

TES

This is the behavioral & creation code interface.

- LGS will be able to push active sprites into the sprite layer of the rendered? This seems odd.

The entity object should probably be in charge of ~~the~~ animating the frames. Maybe they just expose frame & some sort of sprite frame data. ~~entity~~ Could standardize the sprite sheets & frames.



FRAME sizes & frames should be

adjustable No sprite sheet.

LOAD SEPARATE images

§ folder sprite-name /

frameName_#.png

Creates a sprite object ~~w/~~ w/ what kind of info? Probably needs collision volume. Use the border to figure it out.



2013-03-07

Collision issues.

Player 2/1x4 (31, 96, 32, 32)] visual is not matching.
Collide 0x3 (0, 96, 32, 32)] Also can't go back



Will set wrong coord.

Need to bump off of dentity (do, old, new)

Left side collision problems

- Collides at the cornish spot. (1 pixel too far)
- $\text{mPos} = (31.46, 224)$] should never get there!] cannot fit cast
 $\text{Rect}(31, 192, 32, 32)$] $\begin{cases} -2 \rightarrow 2 \\ \text{duged to } -1, 1 \end{cases}$

Rect takes int, $\text{mPos} = \underline{\text{real}}$ \Rightarrow update Rect to wrong place.
~~Collision~~ \Rightarrow now Right hand collision is left

Player 7x7 $\text{Rect}(224, 192, 32, 32)$ [224.53, 224]

Tree 7x6 $\text{Rect}(224, 192, 32, 32)$

↑ why did it wait till overlap?

fixed put Ray back up to two.

X collision working.

- Gravity 0.2T pixels / frame = $0.2T \times 60 = 15$

Jump 4.875 pixels at full frame

Should Rush fall, jump in $\frac{1}{3}$ several

~~4.875 * 60 = 292.5~~ try 4.875×20

Grab some temporary ragman graphics to get the idle/jump right

Jump Velocity ≈ 4 per frame gravity is ~0.25

"Falling Velocity" $\uparrow \downarrow$ if collide w/ ground \uparrow set velocity to 0
some with ceiling

2013-03-11 * GOAL: Rough idea about entities + entities

EMS.registerEntityCreator ("CREATOR NAME", creator)

EMS.createEntity ("Group", "Entity ^{Type} NAME", position, "Special Name")

for (ent in listoftent):

if (ent.mSpecialName == "Player")

entity = EMS.createEntity ("entities", ent.Type, ent.pos, "speaker")
entity.loadImages()

W/

So → Maps should have "Entity Spawners", Also Add screen Entity

Entity Spawners if ES collides w/ ScreenEntity

{ ES doesn't own an entity then create a new
entity.

maybe just use
camera entity as
Physical

If entity is off screen for long enough or far enough
kill it; remove it from spawner.

Items do not use spawners { neither do boss gates or container spots.

2013-03-12 * GOAL - DETERMINE SCREEN SIZE { Initial level ~~at~~ file size.

32

320×240 { each tile is 32 pixels = 10×7 (approximately)

or we can make the tiles smaller? 8×8 ?

10×7 should be fine at ~~at~~ the level I'm going for.

See \star^1 for screen dividers

About 26 screens wide and 6 screens tall

totally 260×43 tiles.

Next goal ⇒ Make the basic level.

—
object nls Type = "PlayerSpawn"
 Type "start" ← property

problems w/ collision

(5,13) (6,13) (6,14) (7,13) (7,14) (7,15) (7,16)
(8,13) (8,14) (8,15) (8,16)

13	14	15	16
5	X		
6	X	X	
7	X	X	X
8	X	X	X

At point 32 tiles

Why? Missing extra row

Coly (2,7) or (14,6)

2013-05-08 - Working on map oo-shipyard

Entity Spawner \Rightarrow Name = Spawner, Type = Spawner ShipyardTent

properties EntityType ShipyardRat / ShipyardSeagulls / ShipyardTent

spawntype OnScreen / OnceAlevel / IfNotOwnedByPlayer

xDirInt -1, 1

yDirInt -1, 1

specialName

- Entity type = HEALTH / small / HealthLarge

ContinueSpot, BossDoors

Upgrade (Tea leaf bag)

{Type PlayerStart} property
Type = Continue Continue

2013-06-09

- Goal \Rightarrow Make entities visible.

↳ Are they spawning? Are the entity update being called? Are all of the props set?
Yes Yes Apparently not.

- It doesn't appear that a sprite is being created.

Problem \rightarrow Spawners need to be able to add sprites to the render layer.

Entities should be able to remove themselves from the render layer.

* A "proper" design would probably just have the rendering/game engine section update the layer based off of Entities. Design that later?

It may be worth designing a basic sprite/entity/rendering setup.

In the short what is the way to "fix" this?

+ Added a "renderLayer" attribute to the spawner to solve first problem.

+ To fix second problem - Entities can send their parent a "remove" message on death.

{2013-06-26}

Polling out player Data.

\Rightarrow what is necessary to carry over?

- Stages Beat - Special Items

- Number of Lives - Weapons

\Rightarrow In stage \Rightarrow Number of Lives \Rightarrow Weapons ~~Health~~ Energy

\Rightarrow ~~Health~~ \rightarrow ~~Health~~ Starting Position

GameStateData

\hookrightarrow PlayerData { StagesBeat, Weapons }

LevelGameState \rightarrow L6PlayerData {

PlayerData

{2013-06-30}

Name = PlayerStat Type = PlayerSpawn , activity = Type = (Character / Boss)

2013-06-30

pulled in positions, need to set the player's position & Test now.

wrote 3 functions that set the position, → should be 1 or sum type (Done)

LevelGameShot is created in main-game only.

Still need to somehow variables from LevelGameShot to the Data Object
HEALTH is ON THE ENTITY.

THE PLAYER entity needs to be passed the Data object.

Done, but it's sort of hacky.

NEED To figure out how to statically analyze python to check and see
if there are runtime errors. or ~~maybe~~ maybe switch languages?

2013-07-04

Forgot. How do I get the entity to remove itself? check the Rat. Rat extends EntityWithHealth which messages parent(spawner) w/ remove. Problem here is the EntitySystem is assuming the existence of the Spawner/manager.

self.mParent.message(self, "Remove", None)

Items => HealthSmall, HealthLarge, BossDoor

onmap Name: Health Type: Spawner EntityType: HealthSmall

Spawntype: OnceALevel specialization: —

xDirInt = -1 yDirInt = -1

Type: Spawner Spawntype: OnScreen Entity Type: BossDoor

ShipyardRat

Boss Door Requires new functionality

- Pause game time, open the door, move camera + player, unpause game
- Impassable entities.

-(2013-07-05)

How would I pause the game time but still update the state?

→ Add pause ^{resum} to EMS & FMS

If paused don't process ~~old~~ data.

↳ EMS on pause will ignore collisions ? handle of /

[2013-07-05]

How to hide the Camera + Player here?

Choose camera track type to whatever.

Move the player entity X coordinates

How will impassable entities work?

It will have to be done on update. Any special logic?

Maybe split the collision

old

Ground + Wall (2 part)

Entity

Entity + Move + ~~special Entity code~~
~~entity~~

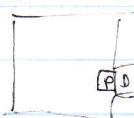
[2013-07-07]

Once I started fiddling around I started by putting the door logic in the door entity. But it affects a lot of systems. So... I don't think that's ~~the~~ it should be. I think most of the special logic will be in the Level Game State. The door will move itself up? or would it just be easier to put all of the movement door code in LGS? Not putting it in the entity requires even more signalling.

Steps → Draw out logic steps for for
→ implement 1 at a time.

[2013-07-09]

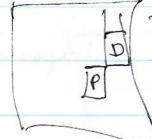
Step 1



Player enters.

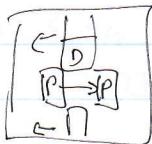
Put into door needs to open

Step 2



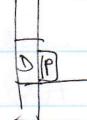
Door opens
Put in player needs
to move start

Step 3



Move the player & camera
Put in Door close state

Step 4



Close Door
Move to
outdoor state
Back to game.

[2013-07-09]

Step 2 => pause all entities, put LGS in "door open", put door in door open,
(Maybe have doors too) door will put LGS in "move player", move player & camera,
put in door down mode, door (or someone) will put game back
in game mode (normal state + unpause entities)

Seems like we are on track for door opening. Should be done
in a version by end of week.

[2013-07-27]

[2013-08-02] -

Animation System - what do you want this to do?

- NEEDS TO HAVE a list of frames.

- A list of animations = (list of sub(list of frames))

- EACH FRAME NEEDS TO HAVE A CENTERX, CENTERY VALUE.

Set name

sprite-name / frame-coordinates.jpg/png

/ centered.xy ← list of fn - x-y

/ animations.list ← animname start animname
(frame) (time)

So on entry load

↳ Cache Local Frame: AnimSystem.localAnimations()

↳ get AnimationSet(surname);

self. SetAnimation(name)

self. SetAnimy(name) ← when random is over it'lls entry

Entity.update

- Do AnimUpdate

- Do Entity Update

.animUpdate()

STEPS

□ Anim Text files

□ Anim LOADER

□ Entity (Base) class

□ Change Shipments to use
anim systems.

- [2013-08-04] -

for (dirpath, dirname, filename) in walk("..."):

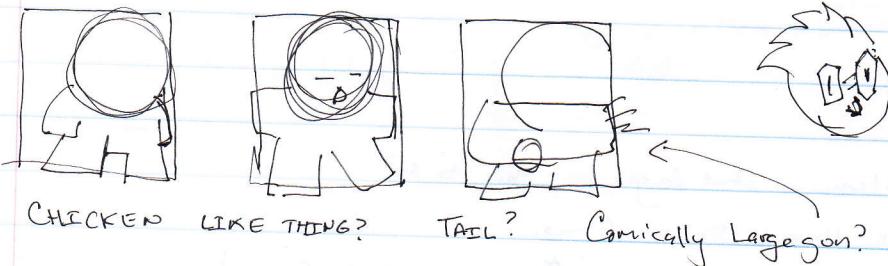
for p in dirs in dirname:

Do Something

from os import walk

{ 2013-08-15 }

Art? Working on frame ideas



CHICKEN LIKE THING? TAIL? Comically Largegon?

Coco just made a MEGAMAN GAME, use its art assets?

Art Req for SHIPPARD:

ENTITIES → PLAYER, RAT, GULL, TRASHCAN, Turret, Boss,
Bullets, SMALL Health, BIG Health, TEA, Boss Doors

BACKGROUNDS, TILES FOR LEVELS, DEATH BULBS,

PLAYER - Running Shooting Shooting Standing
 Jump up Jump down Jump Shoot Hit

RAT - Run Hurt

SEAGULL - FLAP ATTACK

TRASHCAN - sit peak shoot

Turret - sit pop shoot

Boss - Run Swing shoot low shoot mid shoot high

Bullets - Player Bullet, Trash, Turret, Boss

Small Health - glow Large Health - glow

TEA - BAG?

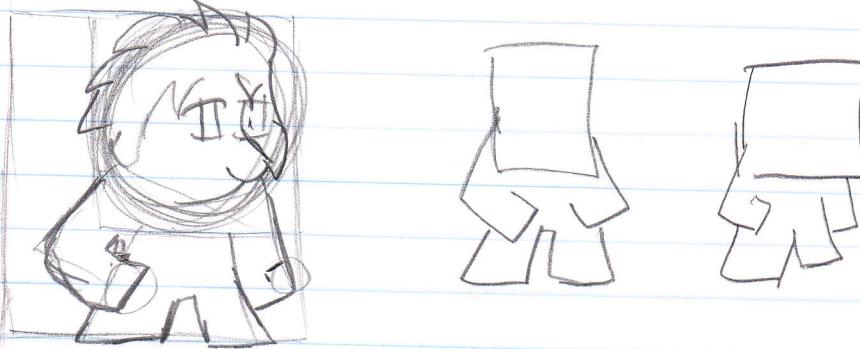
- (2013-08-18) -

WHAT ARE THE PROGRAMMING THINGS TO DO NEXT?

- Title Screen Level Select Screen Player Death on yellow blocks
- Lock Screen Boss Death Sequence Between Bosses ? Level Slot Level Select
- Item Select Screen Weapons All Entities, All bosses
- Death Sequence

ORDER? Player Death on yellow blocks, Item Select Screen, Boss Death Sequence,
Look at others from after that.

Player Death Sequence ← ? →



- (2013-11-12) -

Stopping work on THIS. it's a fairly big undertaking for
me & there are other things I want to do.

So I will do a post mortem thing & move on.