Kyle Fasanella – The Number Five.

External Tool Builder

For this milestone, I worked on the external tool again. The idea is largely the same as in the last milestone and you can now create or edit enemies, items, structures, and weapons. Additional tweaking may be needed after this milestone but it is considered done for now.

The tool works by first asking the user for a file name and then checks to see if it exists. If it does not exist, it makes a new file. If it does, it appends the existing file and starts writing on the next line. Now that you have a file to edit, the tool asks you to enter values for certain attributes. Attributes can be a general value, or a level name or x and y coordinates and dimensions, for rectangle creation. The input is written to the text file and delimited by a comma from the next value. The tool allows you to go through a file multiple times to create more lines of attributes, so a file can represent either a single enemy or can represent the attributes of multiple enemies (or include other types of objects) of one dungeon. You can create multiple files in one go without restarting the tool.

I have a menu and write class, to keep the code relatively cleaner. The menu class is called when you have to select a type of object, and write is run when writing to the file you created or are appending. The write class has methods for getting values, so I could just call an attributes respective method and get the users input with a method call, and this cut down on the amount I had to code I think.

There are now checks on attributes that we think need them, such as with health or damage you can only enter an integer between certain values.

We want to stay on track in design and our goals, but with the time left we will probably have one level or dungeon with multiple rooms, three enemies, and a few weapons.

I also worked on art for this milestone, and made a sprite sheet for moving objects so they 'rotate' when changing direction. I also made more enemies, and pick up item art.