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External Tool Builder

For this milestone, I worked on the external tool. Our idea for the tool is letting the user create text files that can be read by the game. The attributes in the files from the tool will correspond to attributes characters or objects in the game have, so the tool lets you set values for the characters or objects. It will tell you what to enter when you specify a file to create.

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. The input is then written to the text file and delimited by a comma from the next value. There is only the main program class for now. 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 of one dungeon. You can create multiple files in one go without restarting the tool.

Currently the tool lets you enter anything for the attributes, so I will probably have to make it so only integers or doubles are accepted, with a range, then turned into strings, and make sure a value cannot be null or empty. Otherwise we are not having issues yet.

Our design and what we want to do has stayed the same so far. If it changes it will likely be after this milestone, after the basics are done and we can look at where to go next.