

Medieval Arrow

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Project Goals

- Dungeon crawlers are cool, let's make one.

TO-DO

- Multiple classes/roles with character selection
- multiple types of enemies (ooh and a boss level!)
- different potions(speed | health) and an accessible inventory to hold items
- well-rendered, smooth animations
- fun combat with intelligent seeming enemies
- rewarding gameplay (leveling up, better gear, etc.)

What we made

- A dungeon crawling game, nice.

Features:

- Play as the archer class!
- A pretty awesome dungeon that is fully navigatable.
- Fight skeletons that randomly fire arrows.
- Heal yourself up throughout the fighting.

Tools we used and things we learned

- We used Slick2d, a wrapper for lwjgl(lightweight java game library) which is a popular(read: youtube tutorials) game library for Java.
- lwjgl helps by taking care of a lot of the game engine setup/rendering. (update, render, init)
- It really helped to make a game that is professional-seeming and decently fun to play.

Difficulties

- Learning Slick2d, Libraries can be complicated but they're useful and they can be pretty cool.
- Working with TiledMap, learning new things along the way(spritesheets, ways to import textures and animations into programming projects.)
- What is this? (ConcurrentModificationException, PNGDecoder Class, Game States, so many questions.)

Possibilities for the future

- An end to the game, some kind of objective to complete that will win you the game.
- Variety, having different types of enemies and classes would add a really cool dynamic to the game.
- Anything that we think of along the way, we learned that game making is very tentative up until it's done.