

Group Game prototype report

In my group for the game prototype project I was responsible for making the first puzzle of the game. I started by adding a puzzleOne case into the gamemode switch statement. This allowed the game to swap over to that screen once the proper conditions had been met. I then made a new scene in the game and added the player and npc to it. They were just squares at the beginning until the sprites were added. I then made a sprite for the puzzle box and implemented it in my scene. This showed a 4x3 grid on the screen. I then implemented the code that made the player move into the first puzzle. When the user presses the A or left key they move left and when they press the D or right key they move right. I then set up the npc interaction. When the player clicks the npc, the puzzle will render and the npc's message will change to instructions on how to do the puzzle. I then added 10 number sprites from 0-9 and put them in a line on the screen when the puzzle is rendered. I then put the answer box beside the puzzle box. I then made code that moves the number sprites into the puzzle box when clicked on this is used to solve the puzzle. I then added two Booleans that checked if each number were the correct ones. This then changed the npc message to the puzzle complete line and opens the doors to the next puzzle.