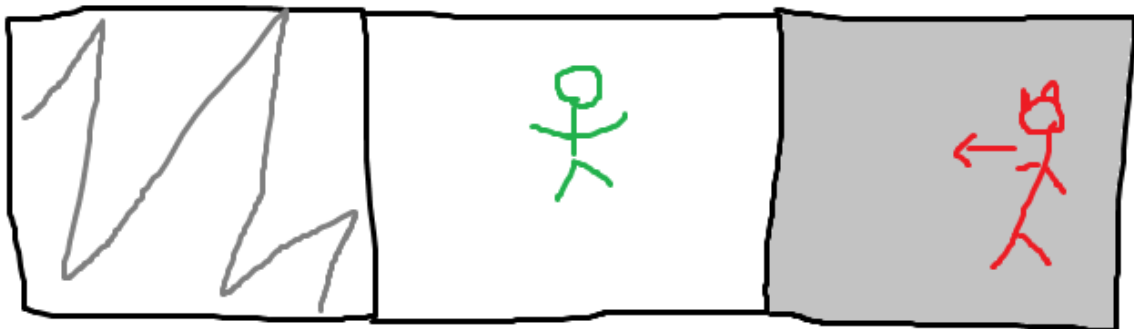
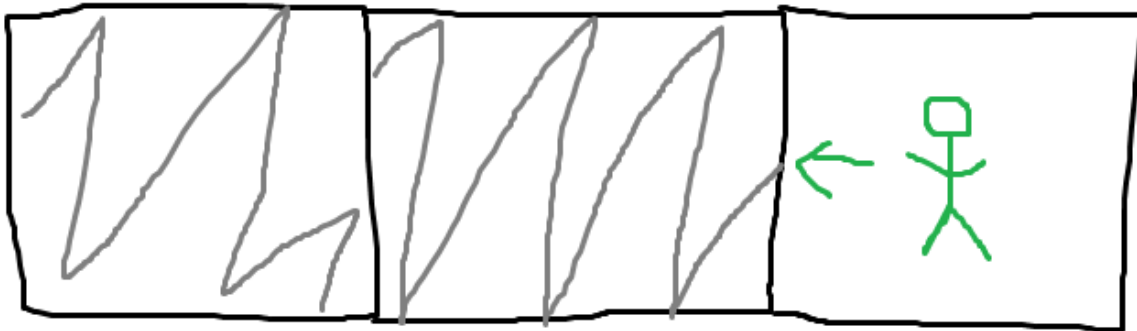


Battle maps vs world maps = we doing battle maps

Player vs Gm view means that we need fog of war. How should the fog work?

Cover the map and only show the player's current vision and sweep in behind them?

No make 2 layers of fog. First level is map fog which will cover unexplored maps and remain uncovered for the rest of the game. Second layer vision fog which shows players current vision. I.e this means that a room can be passed through and remain uncovered however once a player leaves the room a monster could enter and not be visible.



Objects and their hierarchy

Game → maps → rooms → tiles → objects in room

Game object:

- Contains maps for loading and saving

Map object:

- List of all tiles within the map
- List of all rooms in the map
- List of Player(s)
- Booleans of player/dm view
- Theme setting e.g forest, dungeon, village
- Size of map e.g 50x50, 20x30 etc

If we are going to use pre-made rooms and slot them together then they might look something like this

Room object:

- Contains a list of titles that made up that room
- Orientation of exits and entries (so it can be linked properly without doors to nowhere)
- Some context as to what type of room it is e.g boss room, open room, bathroom, tower etc.

Tile object: Tiles based map so some tile objects that have values that indicate properties of that tile.

- four directions and what the edges of that tile are. E.g up = wall, right = empty, down = wall, left = empty.
- Values for what type of tile it is thematically. E.g forest floor, water, ice, lava, dirt, stone etc.
- Values for whats actually on the tile e.g goblin, chest, player, empty etc.
- X and Y coordinates? For clicking on tiles

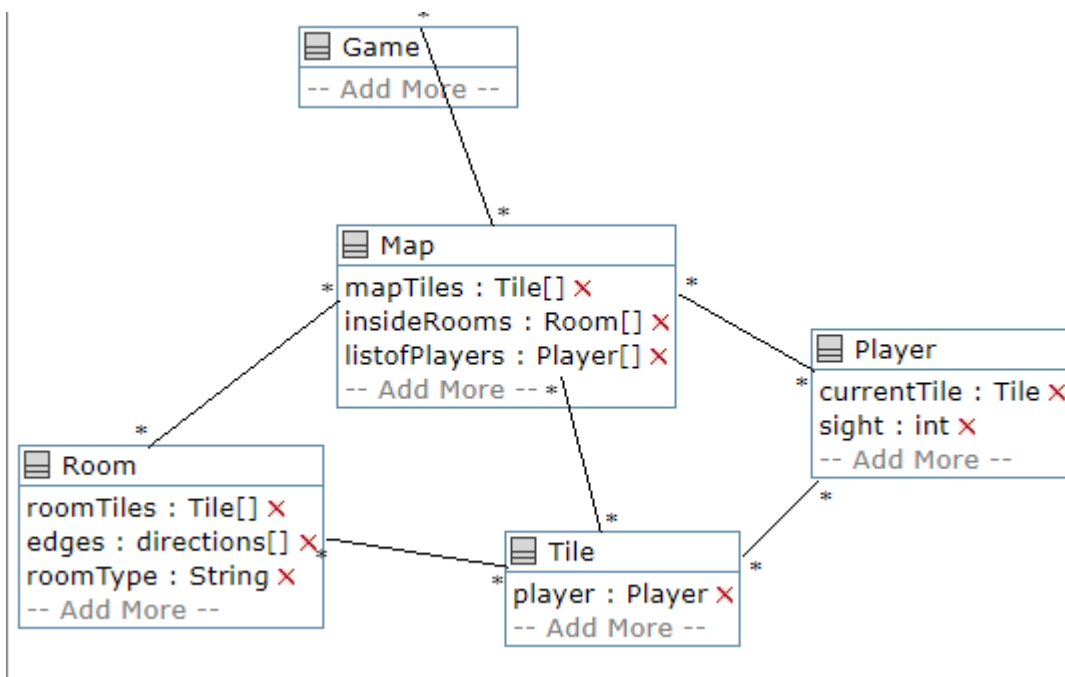
Player object might look like this?

Player object:

- Current tile so X, Y?
- Sight?

Monster/Misc objects:

- What it is e.g monster or chest
- Current tile (X,Y)?



We are Thinking of following the MVC design pattern:

This would consist of a Model which stores the Map object and game state

The view would be the html output and css, which acts as the interaction from the user

The Controller manages the actions done inside the view and does the actions with the model.