

Project 3

Zack Squires

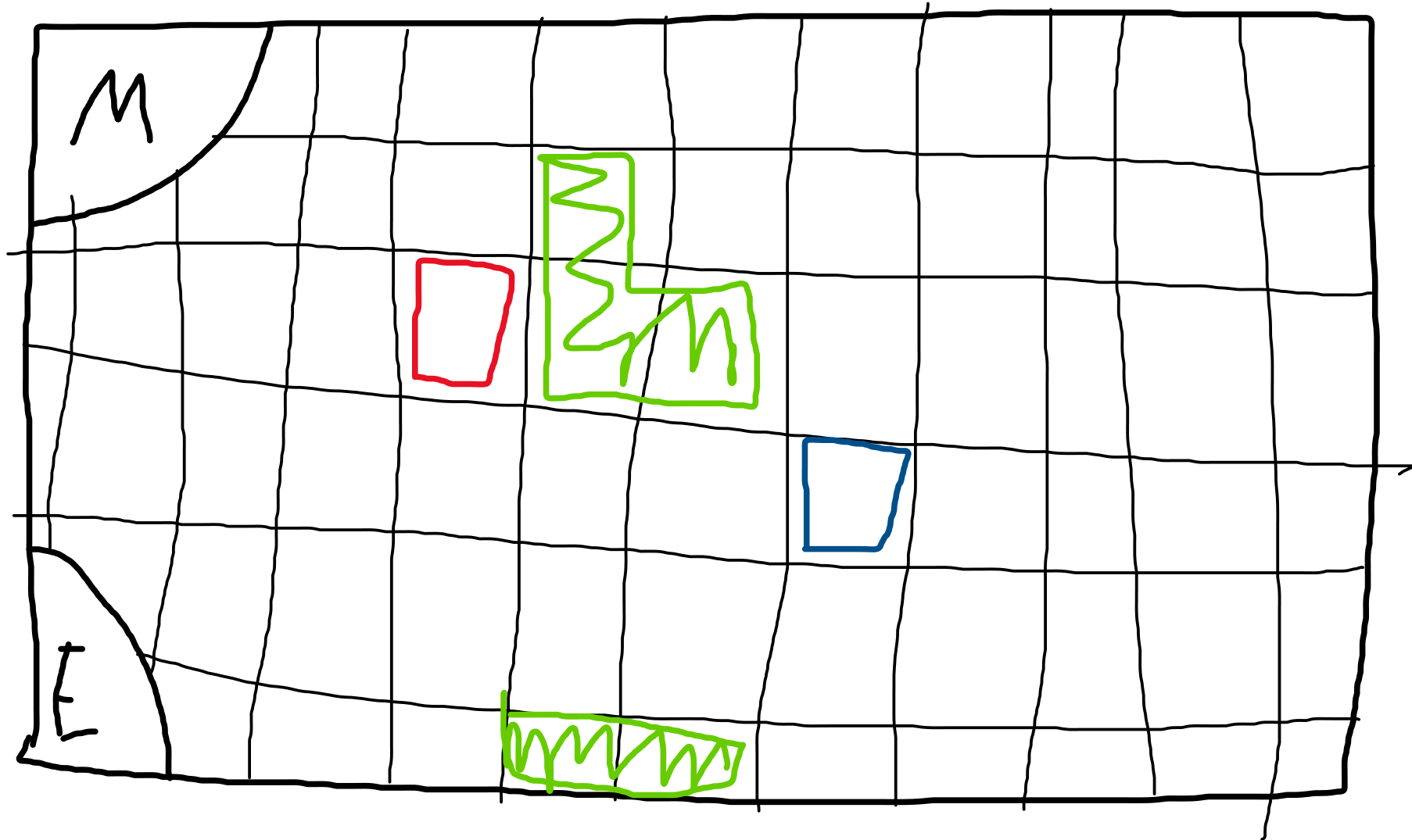
General Basis

- Top down
- Turn based strategy game
- No pre-existing code

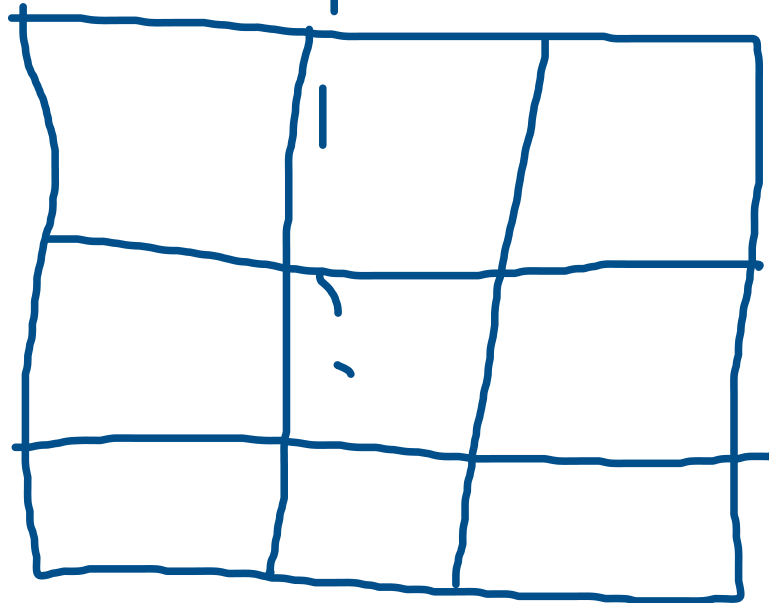
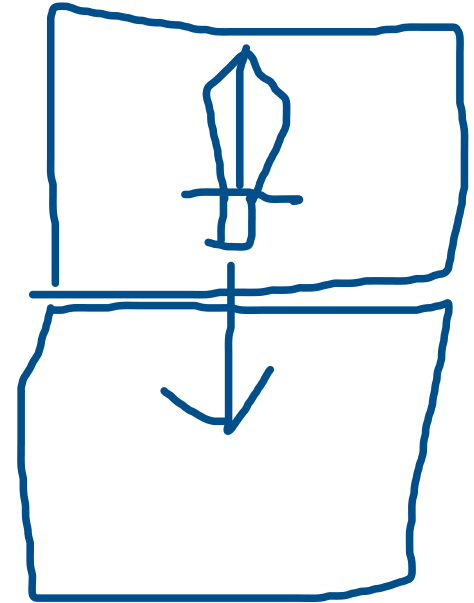
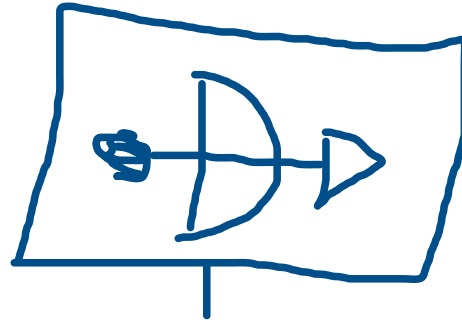
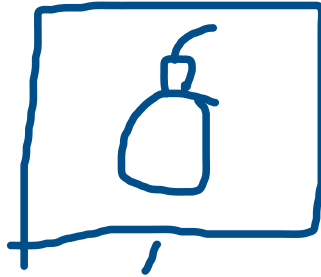
Mechanics

- Different unit types
- Combat between the unit types
- Different methods of attack (ranged, melee, aoe)

Level Sketch



Different Units/Methods of Attack



Title

Title

Play

Level Select

Proj 3 Discussion 1: Question for Partner

- Can you help me figure out how to set and use custom variables on tiles in my tileset?

Proj 3 Discussion 1: Summary

- Started off playing each other's games, he suggested that I add a visible movement radius for units, good idea
- He recommended me a website to get tilesets from since I'm using google drawings colored squares currently
- Discovered a bug during gameplay, if a unit is selected and the end turn button is hit while it's still selected the game will crash because the unit is queue freed
- We fixed the bug by adding a line to remove the killed unit from all unit groups it was in before it's queue freed

Scene Import

+ Filter: name, ttype, 🔍

- Game
 - TileMap
 - MeleeUnit
 - MeleeUnit2
 - Button
 - ArrowUnit
 - ArrowUnit2
 - Cavalry
 - Label

FileSystem

< > res://melee_unit.tscn

Filter Files 🔍

- arrow_unit.gd
- arrow_unit.tscn
- button.gd
- button_2.gd
- camera_2d.gd
- cartoon-beaten-man-illustr...
- cav(1).png
- cav.png
- cavalry.tscn
- cavUnit.gd
- circle.png
- Grid.gd
- Grid.tscn
- gridlabel.gd

Grid menu loss win +

View



No alternate passable tiles found! Stopping movement.
Unit took damage, remaining health: 1
Unit took damage, remaining health: 2
Target tile or surrounding tiles are impassable! Searching for an alternate route.
No alternate passable tiles found! Stopping movement.
Unit took damage, remaining health: -2
Unit has been defeated!
Unit took damage, remaining health: 0
Target tile or surrounding tiles are impassable! Searching for an alternate route.
No alternate passable tiles found! Stopping movement.
--- Debugging process stopped ---
Move CanvasItem "Game" to (-1, 0)
Scene Undo: Move CanvasItem "Game" to (-1, 0)

Filter Messages 🔍

Output ● Debugger (23) Audio Animation Shader Editor

Inspector Node

Filter Properties 🔍

Inspector Node

Filter Properties 🔍

39

0

0

3

Proj 3 Discussion 1: Useful Takeaways

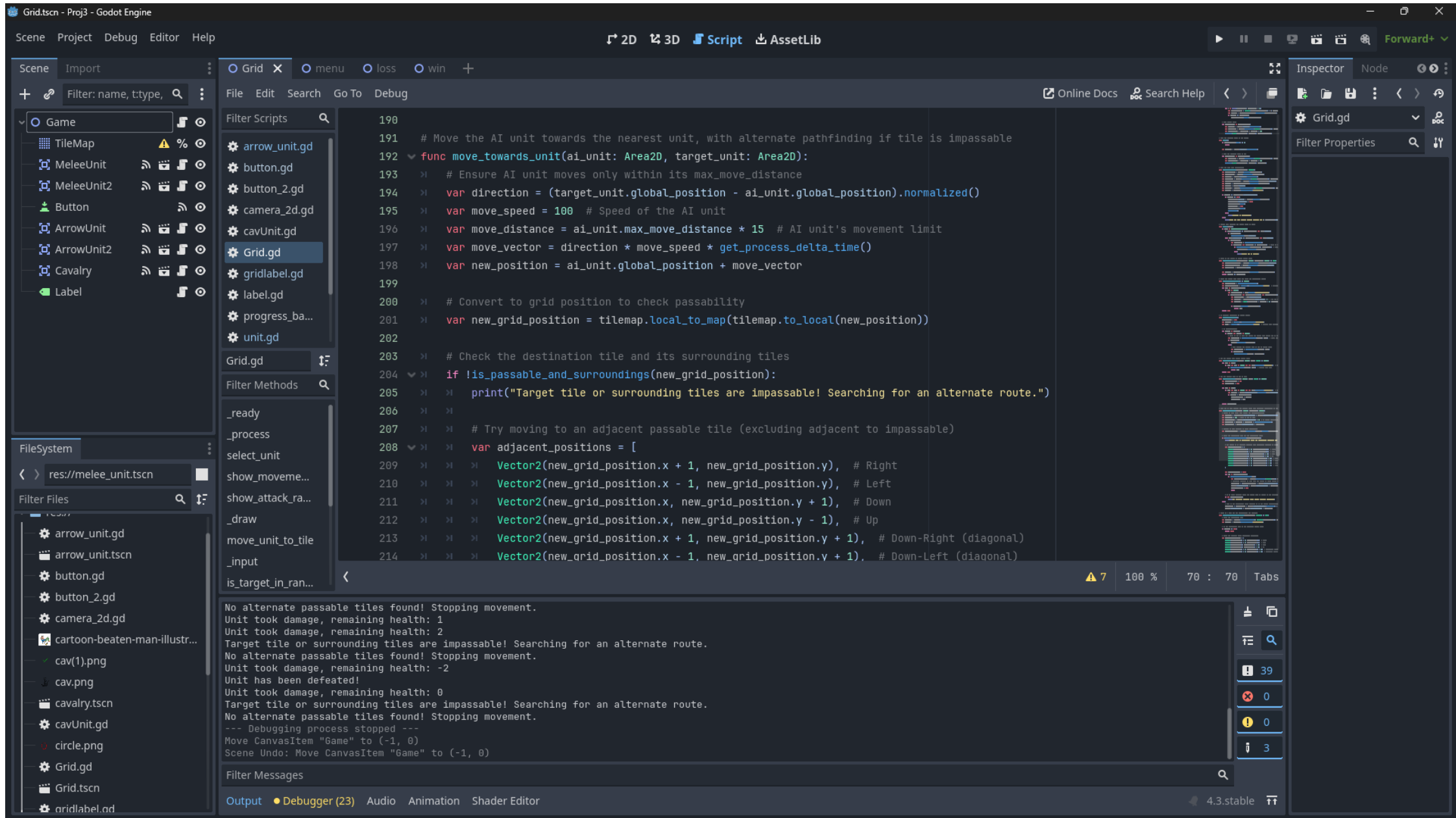
- Unit movement radius suggestion is good and will be implemented
- New tileset suggestion
- Sort of figured out how to use custom variables on tiles

Proj 3 Discussion 2: Question for Partner

- Does he think the enemy AI is functional enough to play against?

Proj 3 Discussion 2: Summary

- During gameplay found out that the AI will sometimes decide the best way around impassable tiles is to leave the map, this then crashes the game due to no available path, should fix
- Sometimes the AI will walk into rivers/mountains one tile and then get stuck somehow, should fix
- Sometimes end turn button doesn't reset the has attacked and has moved variables properly which is annoying
- Helped my partner set up the tileset variables that I finally figured out, very obtuse in godot for some reason



Proj 3 Discussion 1: Useful Takeaways

- We fixed the turn end bug, some of the units didn't have the button signal connected and I had to add a method to reset the variables in the game controller
- Partner had idea to just surround the playable area with a bunch of water tiles, should stop the AI thinking that's a viable direction to go and crashing the game