Texty Adventure – Part 2

An open world of interesting things, including quests and crafts.

# Submission Guidelines: Due by start of next class

# Project Administration (10)

* Continue with your same repo. Do your work in the main branch.
* When you are finished with this week’s work:
  + Put an annotated rubric in the root project folder. Use Word .docx format.
  + Create a side-branch named “Part2\_Completed”. Treat the branch as a read-only archive.

# Base Requirements (73)

* Constraints: (same)
  + You may use the images in the starter project
  + You may use SpriteShapes
  + You may not use any other graphical assets
* Flowchart:
  + Create a flowchart for the Update function of your GameController.
  + Build your flowchart in some handy flowchart tool (e.g. the thing Kevin mentioned ???)
  + Focus on the decisions, on the if/else statements.
  + Use the three standard symbols. My flowchart is on DotEd, as an example.
  + Save a copy to pdf, and put it in the root project folder.
* Create TWO simple looping background animations
  + Ex: Swaying tree, day/night cycle, cloud that floats up and down, wandering animal, etc.
  + !! You are welcome to do your own thing. These are just examples.
  + Explain. A cloud in the sky that floating and up and down
  + Explain. A pink flower that swaying left and right
* Create a resource that grows, with growth controlled by an Animator / Animation combo:
  + Resource must have an attached script that holds the current resource yield
  + Animation must change size of a sprite
  + Animation must change resource yield (in the attached script)
  + Resource GameObject must have 2 or more children
  + Animation must change something about the children
  + A tree that grows from seed to mature, and makes berries
  + Explain, A tree that grows from seed to mature, and makes stars as berries. The resources are wood and star. it can produce 10 woods and three stars when it mature.

# Stretch Goals:

* (+3) Prepare for, and participate in next Wednesday’s Show ‘n Tell.
  + Before 5PM PST next Wednesday, send me an email with an image or a short video (< 60 seconds) from your project. You pick what you want to share.
  + Be prepared to say 2-3 sentences about ONE THING from your project.
  + Say 2-3 sentences about your image in our next class meeting.
* (+10) Harvesting and planting
  + Upgrade your GameController with a ‘harvest’ command.
    - When player inputs “harvest [resource]”:
      * Remove \*one\* object of that type from the scene.
      * add an appropriate set of resources to player’s inventory
      * add some number of seeds (or equivalent) to player’s inventory
    - *Hint: You may want to create a separate variable for resources that come in big numbers*
  + Upgrade your GameController with a ‘plant’ command:
    - The command “plant [resource]” should:
      * Create a new [resource] from a prefab using Instantiate
      * Place that new resource at some semi-random location in the scene
      * Once placed, the Animator should make the resource grow.
* (+5 to +10) Fancy fruit placement
  + Remember the PatternMaker scripts
  + Upgrade the script in your resource-that-grows. Change the Start() function so that Start() randomizes the location of the fruit-type things. Note that many patterns are possible. Your choice of simple (totally random) or fancier. The point is there should be some randomness, so that no two resource objects are exactly alike.
  + Explain: I use a list to hold three fruits. In the Start(), I use a for loop to go through fruit list, and use transform.localPosition with random x and y to replace the position of each fruit.
* (???) An additional stretch goal from Part1
  + As described in rubric for Part1
  + Explain: I do not expect this count a point, just want to let you know this update. I improve the auto complete system, now when player type a letter and press tab, the game will not only fill the command letter, but also move the cursor to the leftist place, so that it will become much more convenient.