Texty Adventure – Part 3

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

# Project Administration (10)

* Due by start of next class
* 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 “Part3\_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
* Create a trained pet (or equivalent)
  + An NPC with an Animator Controller
  + Animator Controller has at least FOUR states, each with a different animation
  + Player can issue commands to make NPC change state, and do different animations
  + Note the commands here:
    - The pet called slime
    - Command 1: sit
    - Command 2: float
    - Command 3: jump
    - Command 4: shake
* Multiple Screens:
  + Build at least FIVE locations
  + Build an Animator Controller to manage the camera, and locations.
  + Update GameController code:
    - Handle multiple locations using one function per location
    - Have a Location enum that tracks the player’s location
    - To let player use commands to move between the locations.
  + Note the movement commands below: north/south/east/west, up/down/left/right, etc ...
    - Movement commands: west, east, north, south
* Add a gettable and useable object in each new location.
  + Code must be location-smart. If player is in one location, and tries to get an item from a different location, they will get an error.
  + What are your items?
    - Hat, city(east), get hat & wear hat, player can get hat and wear it
    - glasses, city(east), get glasses & wear glasses, player can get glasses and wear it
    - lantern, hill(west), get lantern, player can pick up lantern
    - lantern, cave(south), use lantern, player can use lantern in cave
    - key, space(north), get key, player can pick up key
    - key, cave(south), use key, player can use key to open treasure box in cave
    - coins, cave(south), get coins, player can pick up coins.
    - Fish net, main scene, get & use fish net, player can pick up and use fish net
    - waders, main scene, get & wear waders, player can pick up and wear waders
    - bee, main scene, get & use bee, player can pick up and use bee

Stretch Goals:

* (+3) Prepare for, and participate in next Wednesday’s Show ‘n Tell.
  + Before 6 PM 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.
* (+5 to +20) A multi-location quest
  + Create a quest of at least 5 steps that includes at least three different locations (can also revise an existing question to use multiple locations)
  + Code must be location-smart.
  + Give a walkthrough for your quest. What commands are required to complete the quest?
  + Command:
    - east
    - talk alien
    - talk alien treasure
    - get map
    - west
    - north
    - get key
    - south
    - west
    - get lantern
    - east
    - south
    - use lantern
    - use map
    - use key
    - get coins