


CST205 Final



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VASC9

Our Objective

For our final project, we wanted to build on the game we had created on previous labs:

- Our game was already a lot of fun.
- It had structures that were easy to expand on.
- We were excited to build on it.

Our Requirements

To build on the course requirements, we also planned our own list of things we wanted to include.

- Add graphics for rooms
- Add sound for events
- Include more puzzles
- Display inventory
- Display text

Our Approach

- Breakdown each problem
 - Distribute work on areas each finds interesting
 - Cross collaborate to increase overall knowledge and find common solutions.
 - Identify issues, and communicate early.
- Find and create assets
 - We wanted to have some original artwork
 - Source the things we cannot make.
- Keep code as generic and reusable as possible
 - The game should work with any number of layouts.
 - Be data driven, and allow for each function to work independently.
- Organize the code better
 - Reduce dead code, or repeated tasks.
 - Make code more readable.

Breaking down each problem

- Loading assets.
- Painting each scene when needed generically.
- Playing music on queue.

Finding and Creating Assets

- Heads-up Display (HUD) is original
- Room layouts are original created on RPG Maker.
- Music and Sound effects are Creative Commons.
- Icons are from the World of Warcraft interface pack

Work Distribution

Ultimately all work and the
success is shared!

Victor Ramirez

- Created and Designed new puzzles.
- Code new events and functionality.

Abou Diawara

- Interface image stitching and rendering.

Sebastian Delgado

- Loading assets and utility functions.

Cristian Palomo-Ramirez

- Music queue, and event sound management.
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The Status

Project Outline

https://docs.google.com/document/d/1TeQxl48rYRgxDTFbMNF8HfM_x672P51Yuj3lAW5AQp4

Some challenges and solutions.

Loading assets

- Use Github to allow for downloadable assets.
 - Pro: No need to prompt the user to load assets or select the folders.
 - Con: Machine privileges might be an issue on download.

Map rendering takes long

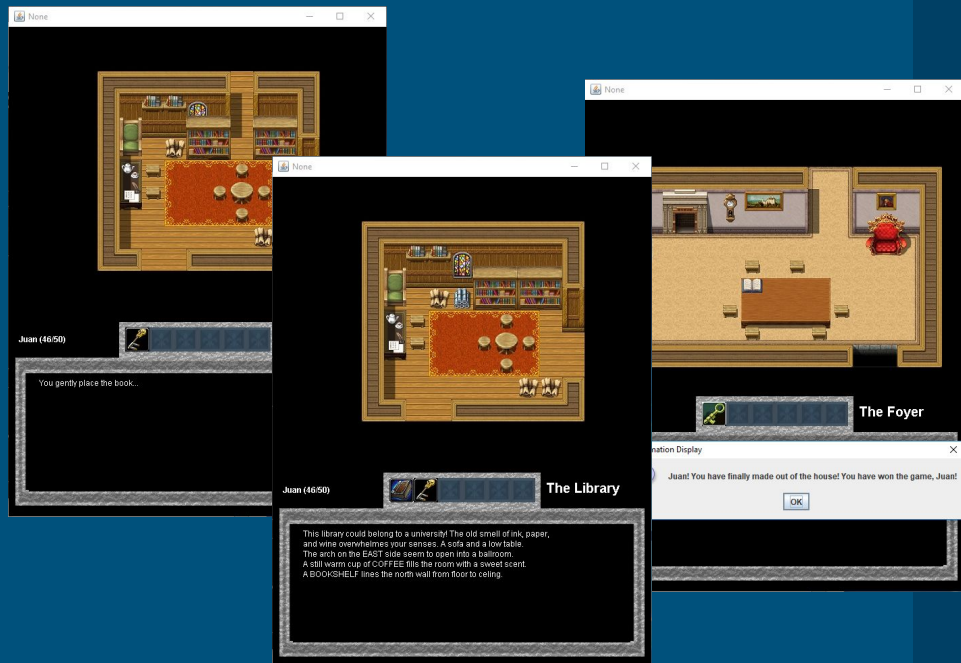
- Shrink assets to a manageable size.
- Render only what is needed when it is needed.

Sound and Text need to be present when appropriate.

- Create a queue system to make it possible to manage those as needed.
- Allow other parts of the code to add to the game queue of things to update.

Success!

100% Playable



Victor:

- New puzzles and events
 - Orb that regenerates turns
 - Interesting items to examine and interact with.

Abou:

- Interface is fully graphical: Texts and maps rendered

Sebastian:

- Assets are all downloaded from github.
- Loops are optimized to only render when needed.

Cristian:

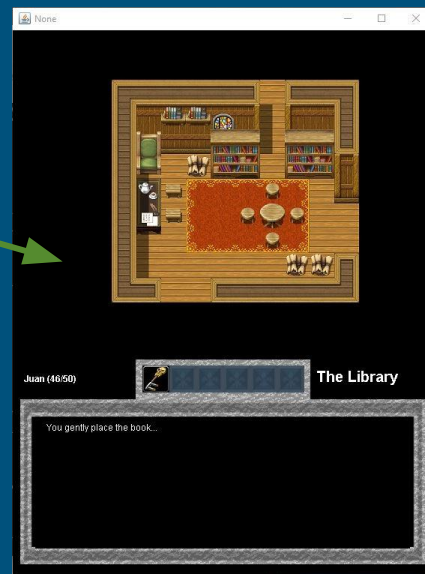
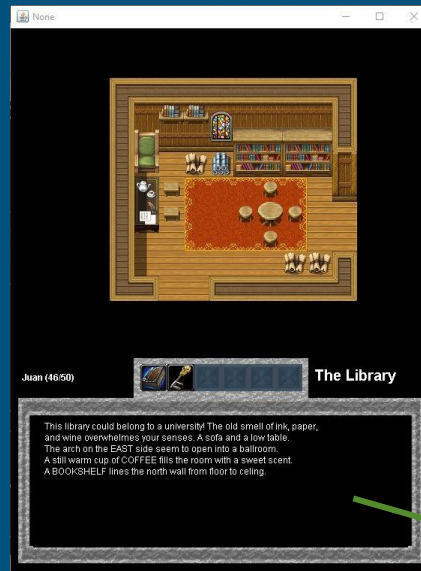
- Music loops over
- Every event has sound queued and managed.

Demo

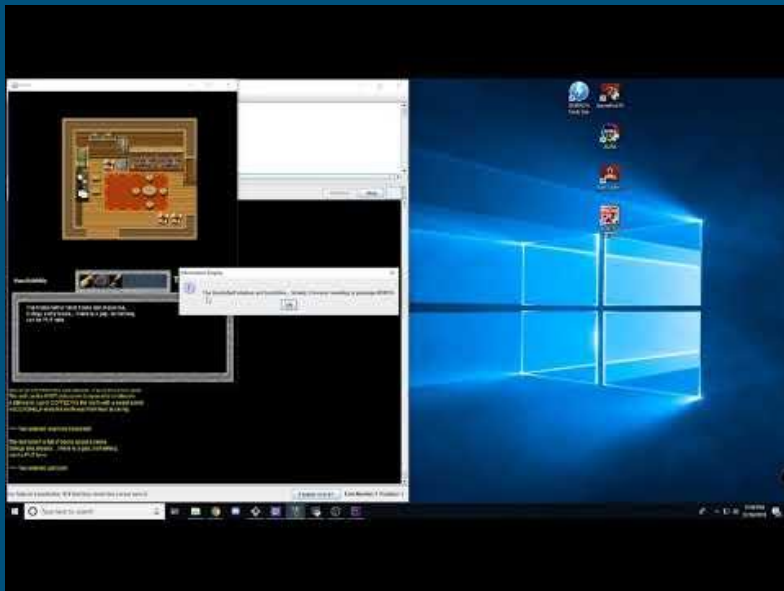
Maps change on events

Text is rendered on each change

Inventory is visual and updates appropriately



Video Demo and Documentation



Project Outline: [Google Docs](#)

Github Repo: <https://github.com/adiaw5/cst205Final>

Victor Ramirez

What I've Learned

All the following lessons lead to a successful team and project completion.

- Software design requires proper planning and goal setting.
 - Assigning each member clear responsibilities and tasks is mandatory.
 - Tracking all the tasks and setting realistic deadlines is very important.
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Aboubacar Diawara

What I've Learned

- I learned how to collaborate in with other developer on github projects
- I have learn how to manipulate media, including image and audio using python
- I have learned how to organize codes and projects in a development environment



Sebastian Delgado

What I've Learned

- Image manipulation was demystified! Provided great insight into what we can do, and how popular applications work.
 - Program Design is an important skill that requires a good balance between goals, and realistic expectations.
 - Communication is the key to success in collaborative work: We achieved our goals because we could rely on each other.
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Cristian Palomo

What I've Learned

- Team project management skills including design planning, managing tasks, and communication.
 - How to work with Python and dictionary structures in particular.
 - Manipulation of media like images and sound.
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Thank you!

-VASC9