

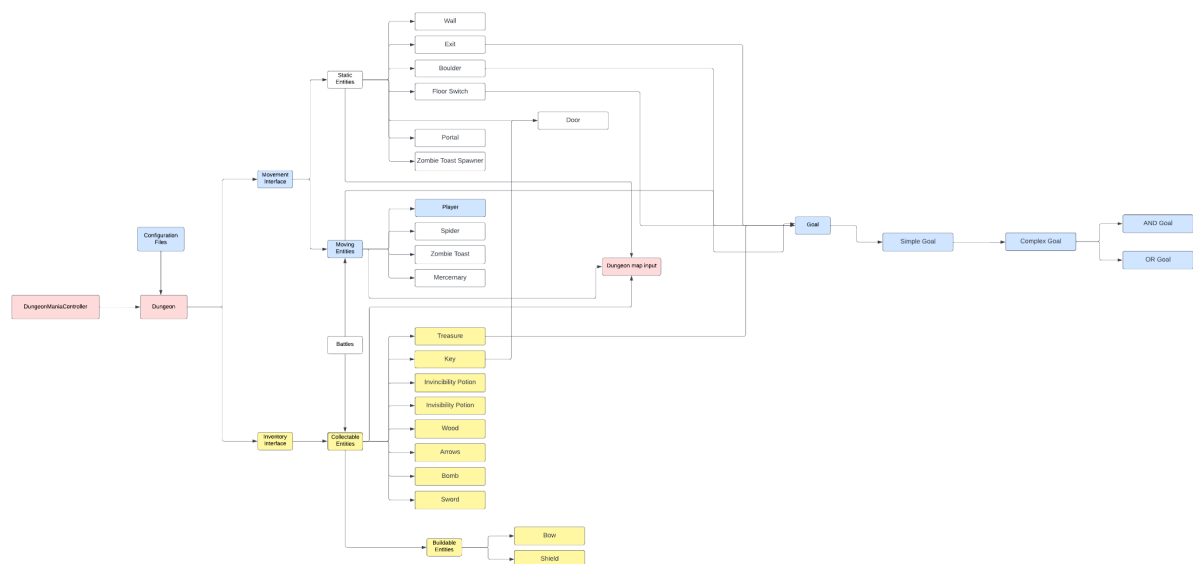
- Player implements MovingEntity - Jordan
 - States:
 - Battle
 - ReadyToMove
- Static Entities - Interface - Leo and Vincent
 - Wall
 - Blocks movement of Player, enemies, boulders
 - Exit
 - If Player passes through, puzzle is complete
 - Boulder
 - Most cases = Wall
 - Can be pushed by Player
 - Only one boulder can be pushed at a time
 - Players move into the spot the boulder was in
 - Can be pushed on to collectable entities
 - Floor Switch
 - Switches are like empty squares
 - Other entities can appear on top
 - When a boulder pushed on to floor switch, TRIGGERED
 - Push boulder off, UNTRIGGER
 - Door - STATE (locked = IMMOVABLE, unlocked = MOVEABLE)
 - Exists WITH A KEY
 - If player hold key, open door by moving through
 - Once open, it remains open
 - Portal
 - Teleports entity to corresponding portal
 - Player ends in square cardinally adjacent to corres portal
 - Square teleported to still in movement constraints
 - If all squares cardinally adjacent to corres portal are walls, no teleport
 - Zombie Toast Spawner
 - Spawn zombie in open square cardinally adjacent to spawner
 - Player can destroy spawner if have weapon and cardinally adjacent
 - Similarities
 - Immoveable and moveable
 - Pass-through and not pass-through
 - Differences
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- Moving Entities - Interface - Jordan
 - Spider
 - Zombie Toast
 - Mercenary
- Collectable Entities - Interface - alex
 - Treasure
 - Key
 - Invincibility Potion
 - Invisibility Potion
 - Wood

- Arrows
- Bomb
- Sword
- Buildable Entities - Interface
 - Bow
 - Shield
- Battles
- Weapons
- Goals - Dev
 - Complex Goals
- Dungeon map input - Dev
- Dungeon - Dev
- Configuration files - Dev

More cases to test

- Pushing a boulder into floor switch & zombie - NOT WORK
- Pushing a boulder into floor switch & spider - WORK
- Pushing a boulder into floor switch & boulder - WORK
- 2 sets of portals

Dependencies



Can find enlarged version of this in dependencies.png.