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The Minors

The guidelines for the prototype were to have a GUI for placing objects within the game world. The game is going to be split into three main modes: a Selection, Placement, and Play mode. Currently the Selection and Placement mode were implemented for the prototype. When the Selection mode starts a large blue and black box for selection appears on the screen. It is a Display Object Container that has all the placeable objects as children. The player controls the cursor at the bottom of the screen, and is able to interact with the objects in the selection box. The cursor is moved with the arrow keys at the moment (will be controller later) and pressing Space over an object will select it.

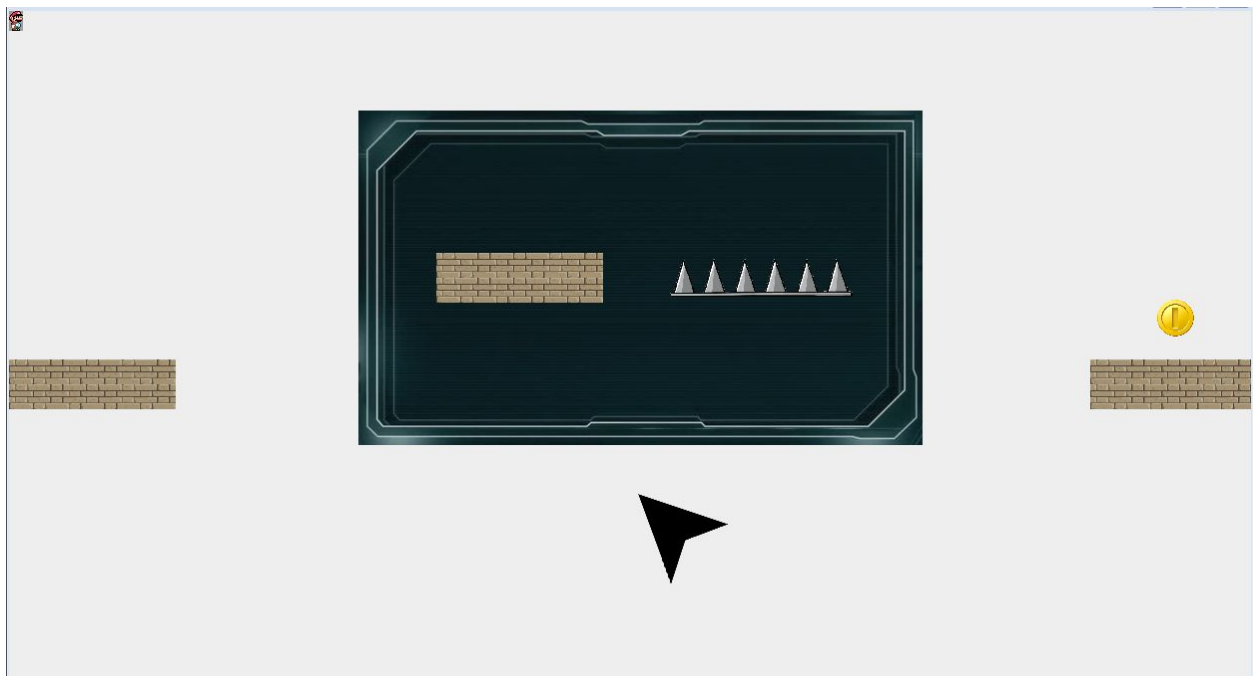


Figure 1: Showing the beginning of Selection Mode

After selecting the object, the cursor disappears and the object that is selected becomes the cursor, and the selection box and unselected items disappear. A copy of the object that is selected is created and added to an image-less Display Object Container containing the objects in the level. In doing this, the player gains control over the movement of the object that was selected and can decide the placement of the object in the level. The player can move the platform with the Arrow keys, place the object with Space, and rotate the object 90 degrees with the R key. After the object is placed, its position is fixed, and because it was added to the level objects list and inputs no longer change its position. Objects cannot be put intersecting each other and will turn red when they are not placeable.

The game then goes back to selection mode allowing the player to select another object and place it. The selection box is split up into certain areas that allow for future proofing of the system, allowing for more and more objects to be placed in the box as new objects are created. At the moment the game does not enter the Play mode, just cycles through selection and placement. This is important for the rest of the game because it is the main mechanic of the game, being able to add objects to the level every round.

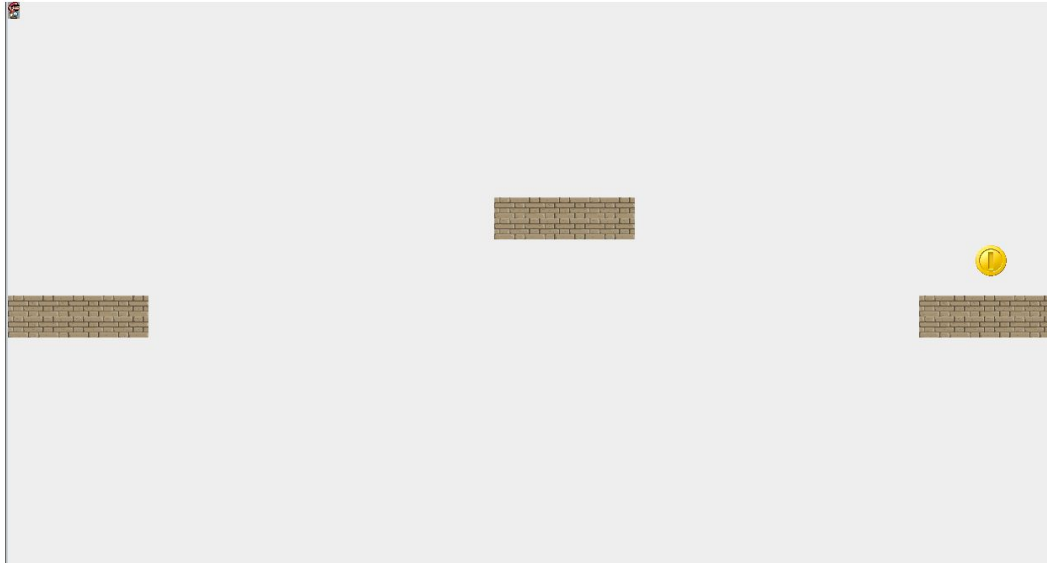


Figure 2: Showing the beginning of Placement Mode

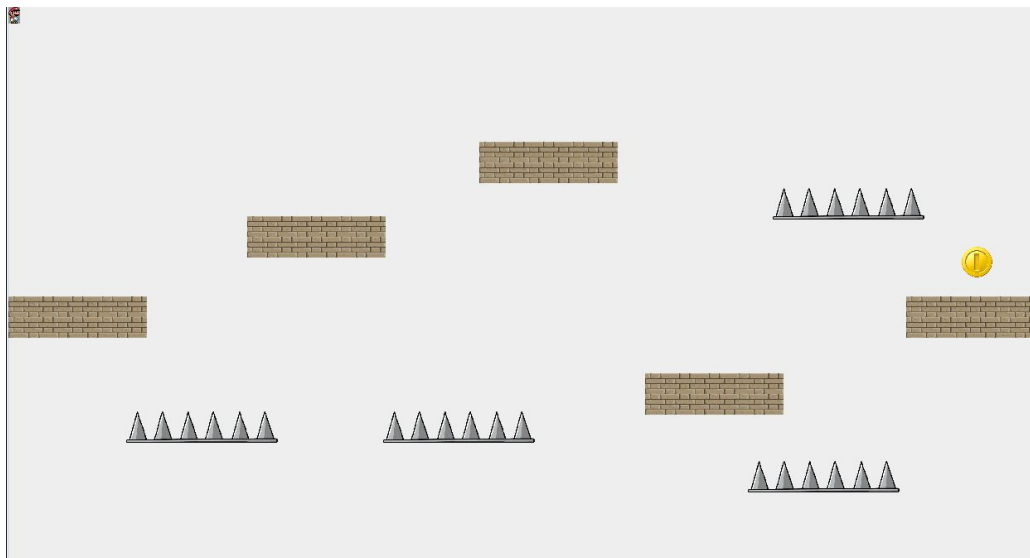


Figure 3: Showing a filled out level