**Rogue Blades Final Report**

Directory information:

For any journal or written information aside from this paper, go to the folder labeled “Filberts’ and then click “Docs” and then click the title you are looking for (e.g. if you are looking for our journal entries click “Journal”.).

If you would like to see the sprites used in this program, from Filberts go to “Dummy Sprites” and click “Bill” for the main character, “background” for the backdrop that we used, “nothing” for a picture of exactly what it sounds like (used for prior collision tests), “plank” for the objects forming our walls and platforms, “startButton” for the button used on the start screen to click and start the game, and “startingBackground” for the background we have behind the start button.

To see the history of fully released and launched versions of Rogue Blades, from Filberts click releases and then click the release you’d like to see. The lower the release number, the older the program.

For isolated concepts used in our game such as specifically how enemies are created, go to the folder labeled “Scratches” and then click the file name you are interested in (e.g. the code behind how our starting screen works is located in the file named “StartingScreen”).

***Directory/Table of Contents For Our Groupwork Folder:***

***Docs (Filberts/Docs)***

* Final report (the ultimate summary of our code / this document)
* Journal (journal entries throughout this course)
* Release schedule 1-3 (updated versions of our planned release programs leading up to alpha testing)
* WIP 1-3 (Work In Progress reports evaluated throughout the development of our game)

***Dummy sprites (Filberts/Dummy sprites)***

* Everything is labeled as exactly what it says

***Scratches (Filberts/Scratches)***

* cells (scratch to test randomly generated arrays and maps(didn’t pan out))
* codeRedesign (a reorganized release 1.0 in an attempt to take the load off of our main code)
* enemies (Trying to get enemies to track Bill and deal damage) \*Does Not Work\*
* enemies2(Same as “enemies” but the enemy code actually works)
* enemies2Base (a separate test for enemies that we tried outside of school using our new code organization)
* gravity (tests how to apply gravity to our code – based on Mr. Grondin’s PlatformG code)
* healthScratch (tests for a sprite health bar)
* independentPlatforms (Tests multiple platforms on screen, was intended to make one move left to right independently which never happened)
* layoutsHardcoded (A first attempt at creating specific screens for different levels) Every other variation is exactly what it sounds like
* movingAndScrolling (Testing out moving and making the background scroll with your character)
* multiple platforms (Testing multiple platforms on screen) (G code)
* platformsThatScrollWithTheBackground (I’ll let you figure it out)
* roomsWithLayouts(copy of the other layouts, never used) \*broken\*
* stages (made to test multiple levels, never used)
* startingScreen (testing the starting screen/button)
* velocity/velocityTwo (testing velocity variables for sprite gravity)

***Releases (Filberts/Releases)***

* Barebones is the game stripped down to the core elements (jumping) for reference and in case of a super mess up
* The higher the number, the more recent and functional the release

Program overview / Introduction:

Rogue Blades is a platformer with combat elements and linked to the fantasy genre and though it is underwhelming now, the dev team has high hopes for this game in the months and years to come. The game features Bill the Protagonist (Pictured below) exploring through rooms to try and get to the end of the level with the goal of ridding the land of evil.

This game contains: our hero, Bill, who can be moved around with “W-A-S-D” or the directional arrow keys: platforms which our hero can jump on: and enemies which can hinder our hero’s advancement.

The goal of the game is to get past the platforming obstacles and make it the next level (to the right).

Progression:

Our program progressed from a side scrolling rogue like platformer, to a side scrolling platformer, to a platformer. As time went on we realized we had aspirations that would take much more time than the time we had, and our release schedule changed drastically from having \*8\* full releases, to having 3.

Disclaimer/list of known bugs:

* Double jumping if walking off an edge
* The sprite sticks to the bottom of platforms when jumping into them =
* Game freezing after fourth level
* Bill doesn’t stop moving after hitting the ground after being sent back by the enemy

Notes to future developers:

While this game may seem like the pinnacle of humanity, there are some tweaks to be made that we original programmers did not have the time to make. We have listed the known bugs above, but a next step would be to actually code in a death for the enemy as right now he is immortal. Some other features/notes are:

* To follow the Hungarian naming convention
* To separate and name specific functions like we did in our code
* To add weapons and health for both our enemy and hero
* Add more levels if possible

1. Electronically submit **everything**, including your entire programming project: