Demo Game

Mention I thought a cool touch was changing the game icon for the window (top right) woo.

Talk about the map design. Tile-based, each level is define using different tile types.

Go battle. HP BARS! Mention we designed the gameplay using different game states (main menu, play screen, combat screen). This allows for efficient computing – because we only have to run update cycle for whichever screen we’re on.

Mention we were able to tap into the windows API and use message boxes (cool touch, no message boxes in XNA boo!)

battle system – rectangle collision detection into combatScene. First strike determined by a random generator initial seed generated when the game is first started and passed in whenever player enters CombatScene.  
  
battle delay implemented so game does not feel robotic instantaneous decreases in player health when player decides to attack.  
  
battle messages implemented through API boxes.

PHOTOSHOP JARGON.

Explain. Like explaining to an employer. The cool shit. The hard shit. Basically modify this doc.

ALGORITMS. PHYSICS. AI. MATH. MATRICIES\*\*\*\*\*\*\*\*\*\*

Artemis’ Diamond is a single player RPG game. The player plays as a character named Artemis. Artemis is on a quest to find the diamond that has been stolen from him. The diamond is under the possession of Bob the Blob, ruler of the “OtherWorld.” In the inverted “OtherWorld,” the enemies are evil Artemis clones. They are the ones that have stolen the diamond and passed it along to their king. The goal of this game is to fight and eliminate all the evil Artemis’; afterwards you are finally able to encounter and destroy Bob the Blob to retrieve the diamond that is rightfully yours.

My partner and I kept the gameplay controls very simple. The directional arrow keys are used for character movement and action selection during battle. The enter button is intuitively used to continue and select actions. The escape key is used to exit battle scenes and at the completion of the game – to reset. As you start the game, the first two levels have simple on-screen tutorials to help you get acquainted with the gameplay and objective. You can move Artemis around and complete your objective. He is able to collect health regeneration potions around maps that include them and walking up to an enemy initiates a battle with them. To move on to the next level while playing the game, Artemis’ goal is to eliminate every single enemy on the map. Each “OtherWorld” enemy is uniquely and familiarly named for comedic effect. If Artemis fails to defeat the enemy, the game will end and the player will have to start over from the beginning. When Artemis defeats all enemies as well as Bob the Blob, Bob will release the diamond from hostage and Artemis will collect it to win the game.

The game itself is interesting because it is an RPG style game utilizing a tile map system similar to a classic Nintendo game. Each map is hard coded into the tilemap.cs class and each tile is defined to a specific tileID and rectangle on the tileset. The game has multiple scenes switching back and forth. There is a main menu, main game screen, battle screen, and a win/loss screen. \*\*\*\*\*\*\*HP BARS\*\*\*\*\*\*, \*\*\*\*\*\*\*\*MESSAGE BOXES\*\*\*\*\*\*, The battle screen and combat system is activated when the player intersects an enemy. This is checked by rectangular collision detection. The first strike is determined by a random generator that is initialized when the game is first started and is passed every time the battle screen starts with the combat system. It picks whether the enemy attacks first or the player attacks first. There is a battle delay implemented so the game does not have instantaneous decrease in player health when a player decides to attack and the enemy decides to attack right after.

Some difficult aspects were designing the levels with the tile system implemented. We would have to run every time we wanted to see changes in map. A level editor would be easier to see changes or by using an external level loading system using text files. There were a few bugs with the battle code with the enemy attacking twice and more after the battle was finished but these were resolved.