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.