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Learning Aim B and C

Design a computer game to meet client requirements and develop a computer game to meet client requirements

unit 8 computer games devleopment

Assignment 2

Contents

# Introduction

# Pseudocode

For every game there is a need to intricately design as much as is needed, and to an extent that means writing out the code for the different scripts that will be used inside of the game. As there are many different features within a game, from a character that is able to move around, to a light switch turning off and on, it allows for lots of room to develop pseudocode in order to smoothly integrate your design into development.

The most important feature of my game will be the ability to interact with the environment, and therefore it is important to ensure that the character has a way to detect what they are looking at and whether they can interact with that item, while the item they are interacting with will decide what the interact action does.

The pseudocode below displays how the character detects if they are looking at something:

make Ray

if Ray Hit == TRUE Then

if Ray Hit Interact == TRUE Then

if Interact Button == TRUE Then

Interact Action

This is a very basic outline, aka pseudocode, of how the game will check if the player is looking at something. This is the interaction pseudocode and determines how the interacted with object will act.

Function Interact Action

Object (I.e. box, door, light switch)

Function Door

If Key Active == TRUE Then

Door Unlocked == True

If Door Open == False AND Door Unlocked == TRUE Then

Play Animation Open Door

Else if Door Open == TRUE AND Door Unlocked == TRUE Then

Play Animation Close Door

This is another very basic version of the code that will be used for the doors in the game and will be expanded on in development.