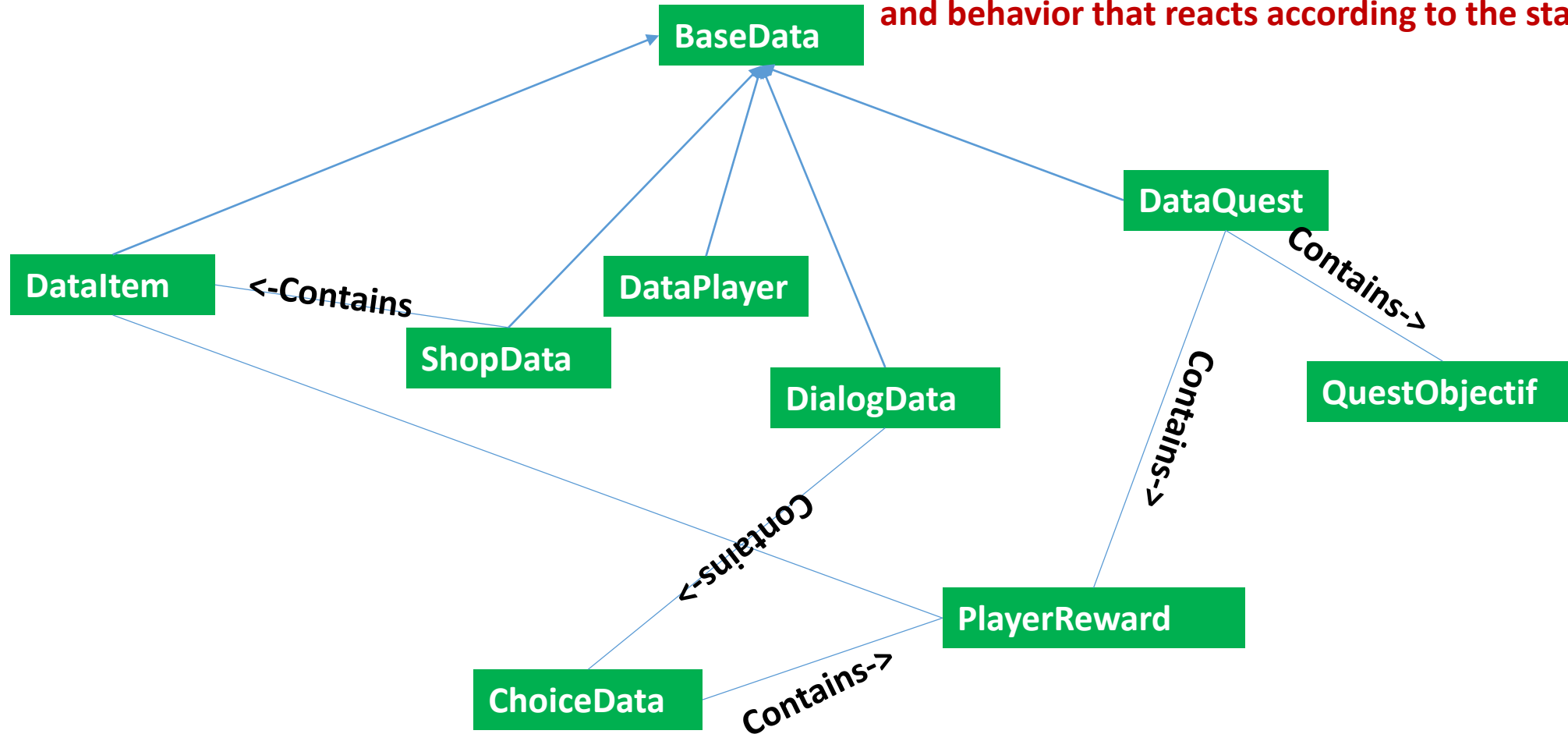


Stuck!OnHell A rpg template, a system with data at the center and behavior that reacts according to the state of the data.



Most of these data are created in a database and retrieved in the game from their unique id

Base component that manages all possible player, npc behaviour and movement

CharacterComponent

The component that manages all possible player interaction and movement

PlayerComponent

NPCComponent

The component that manages the player's interaction with an NPC

PlayerClothComponent

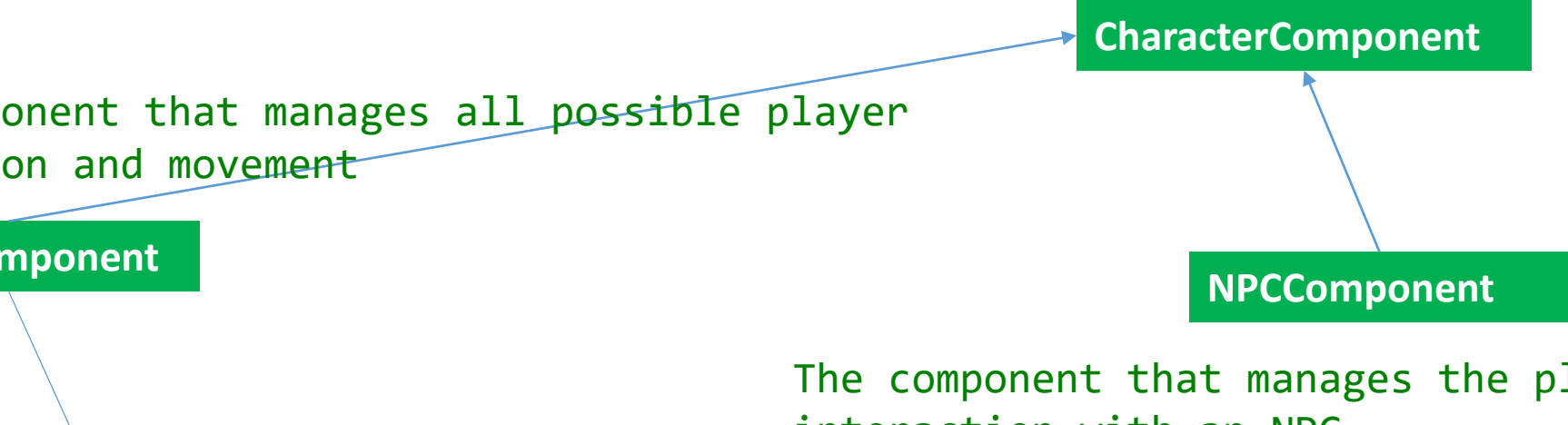
The component that allows to equip the player with a cloth from the id of the cloth in the database

FacilityComponent

The component that manages the player's interaction with a facility

VehicleComponent

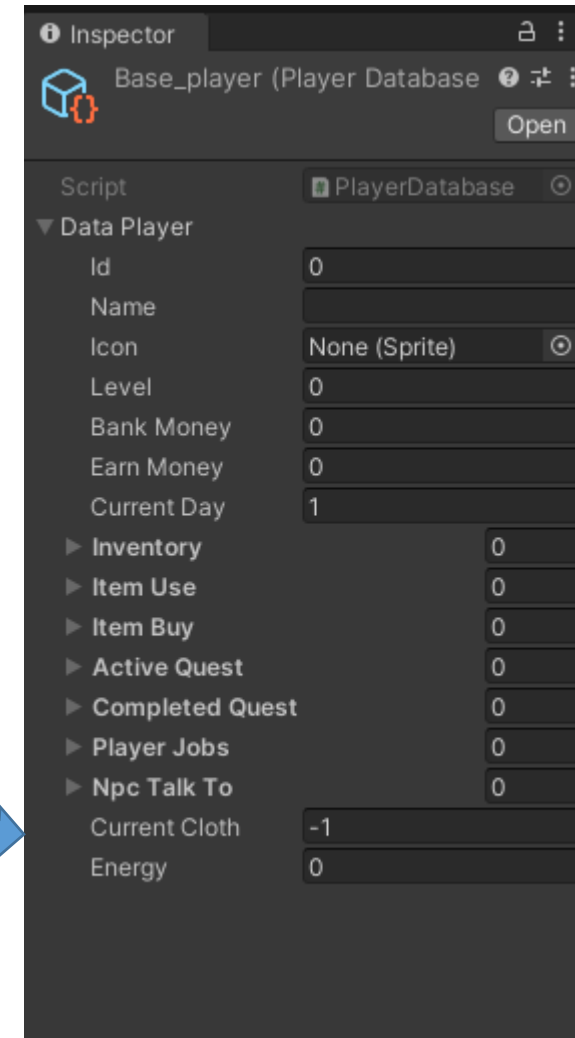
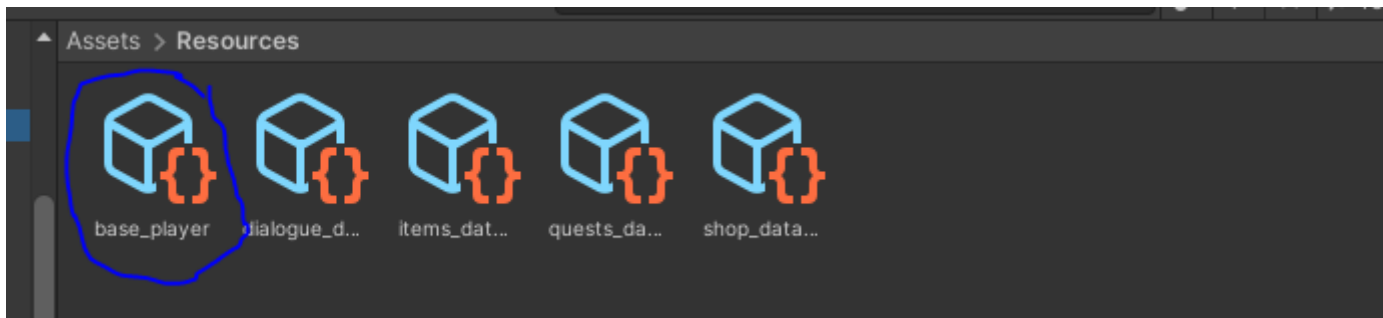
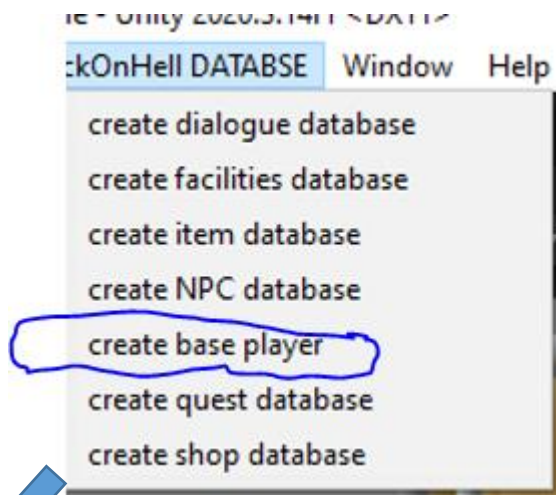
Component that manages all the behavior on an vehicle



DataPlayer

Class that contains player data.

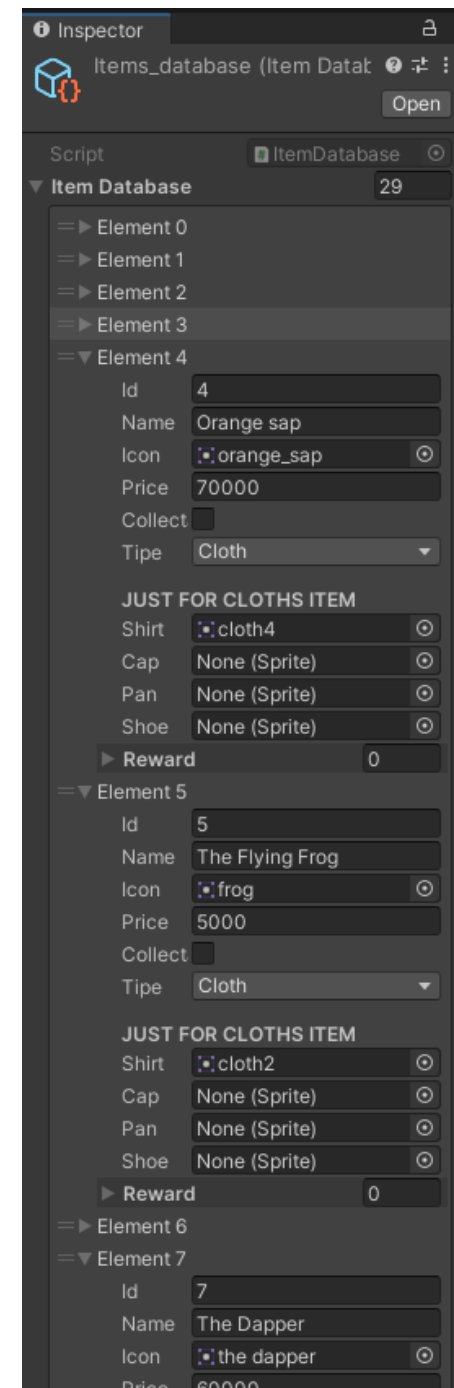
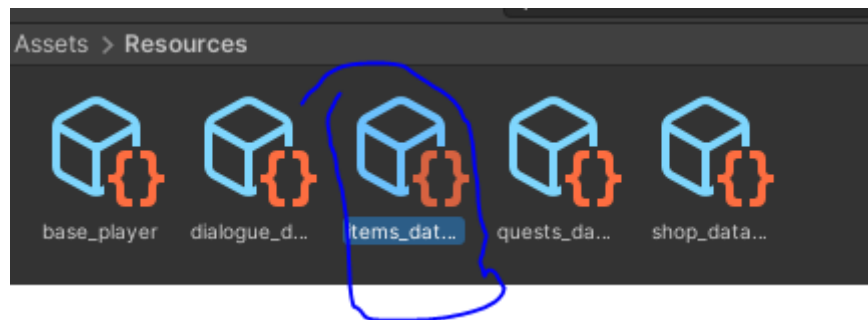
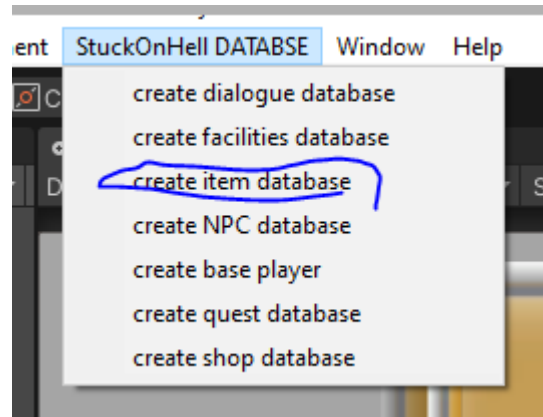
How to create a player



DatalItem

Class that contain item data in our system

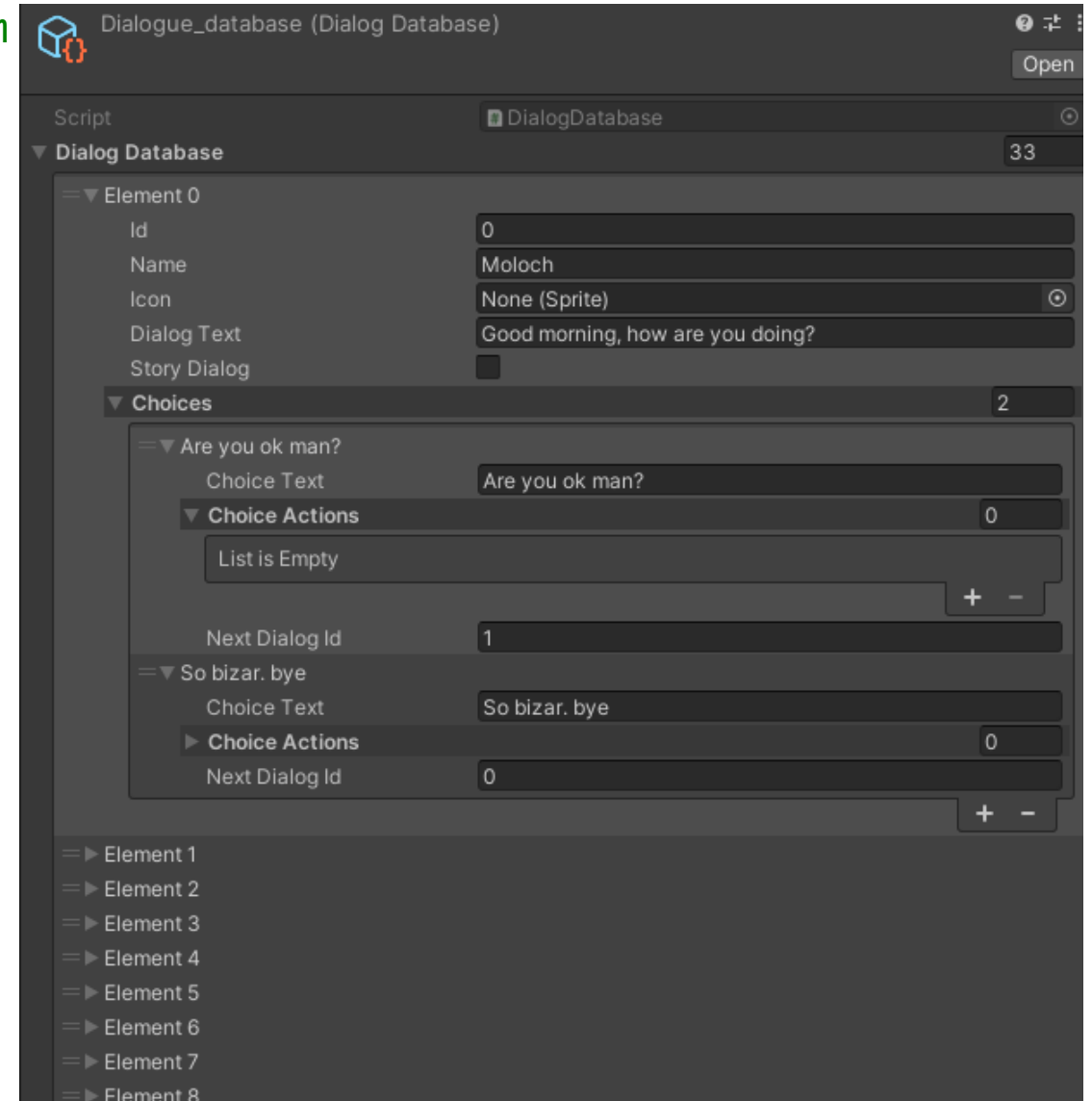
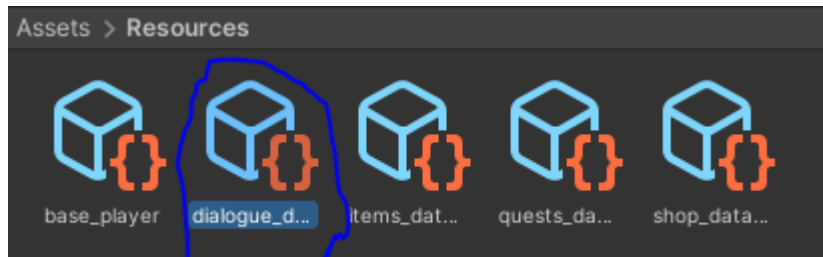
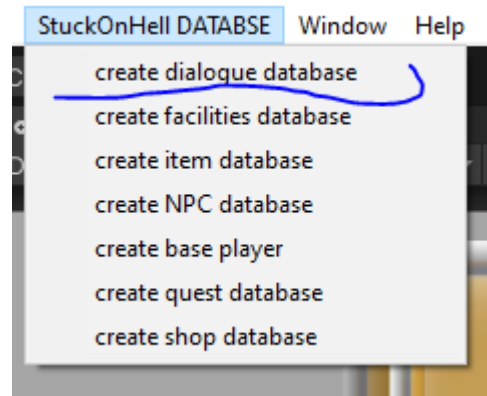
How to create a the item database



DialogData

Class that contain dialog data in our system

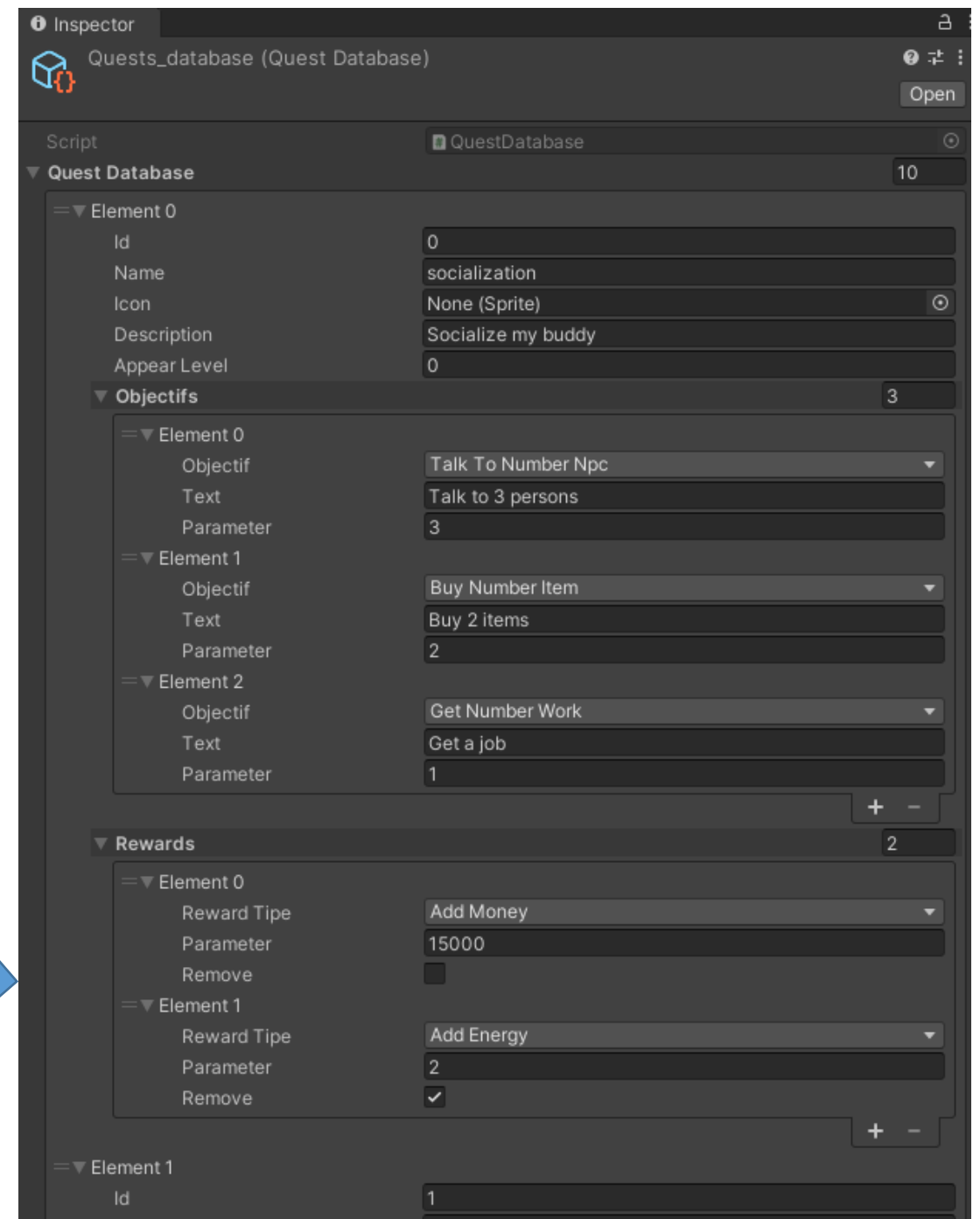
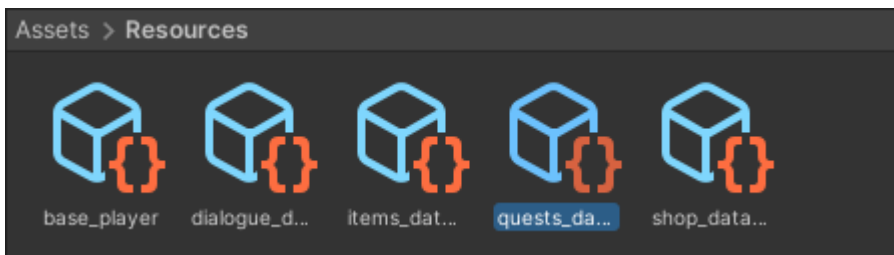
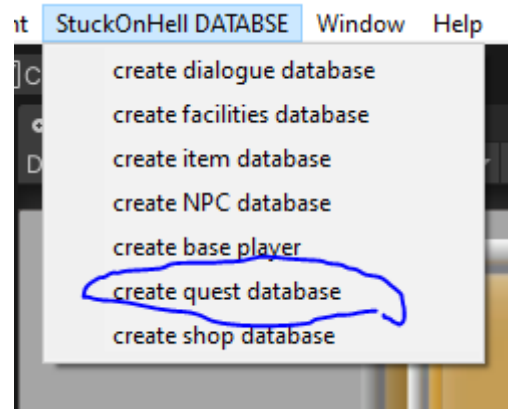
How to create a the dialog database



DataQuest

Class that contains data of a quest

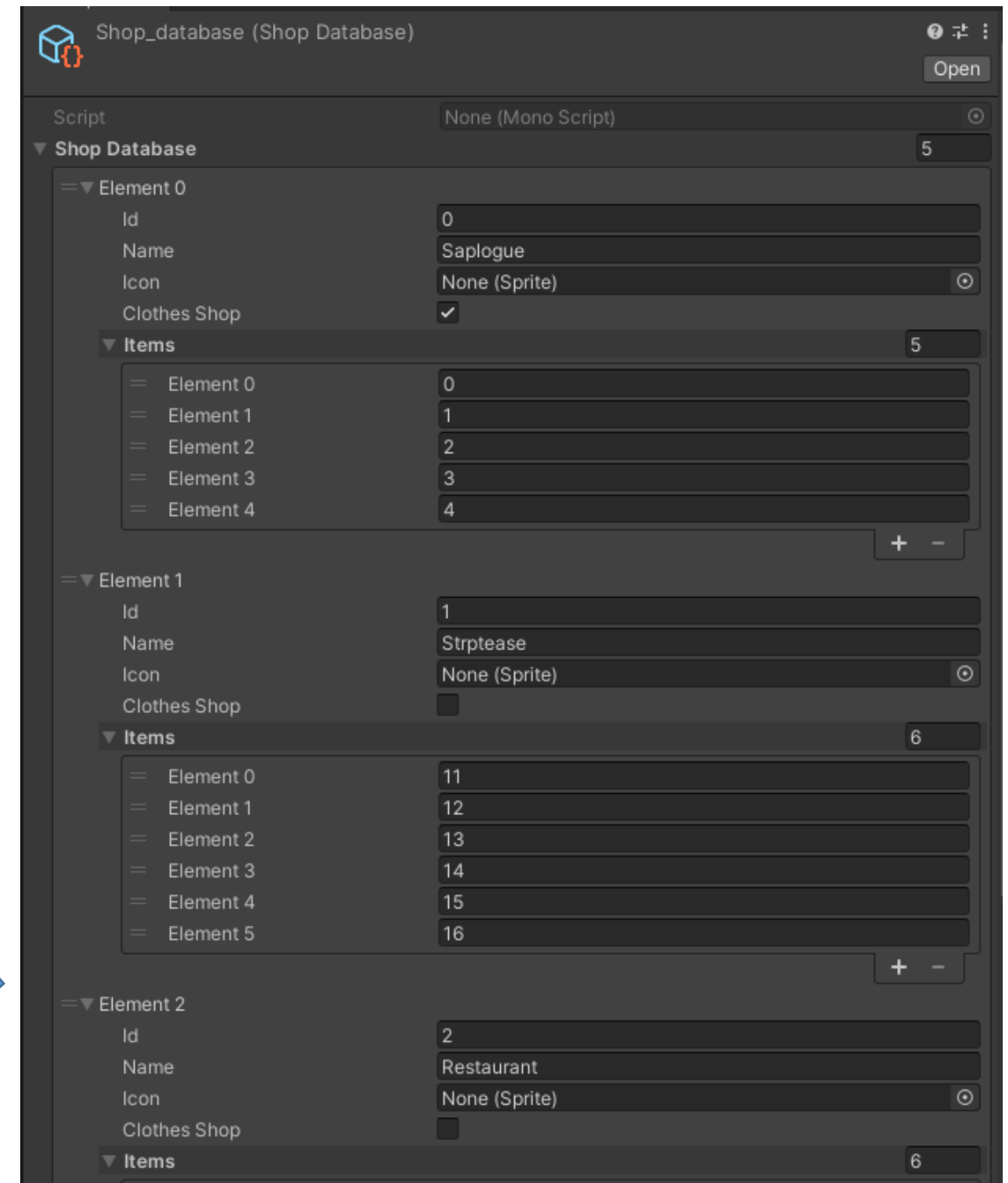
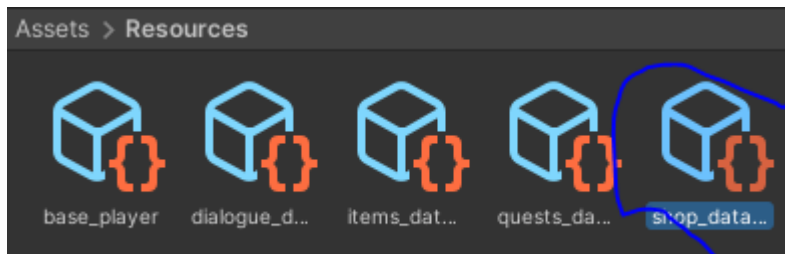
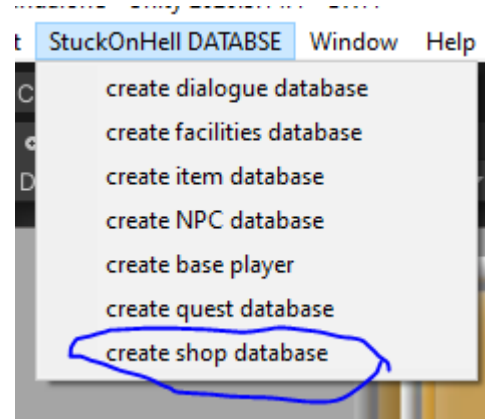
How to create a the Quest database



ShopData

Class that contain shop data in our system

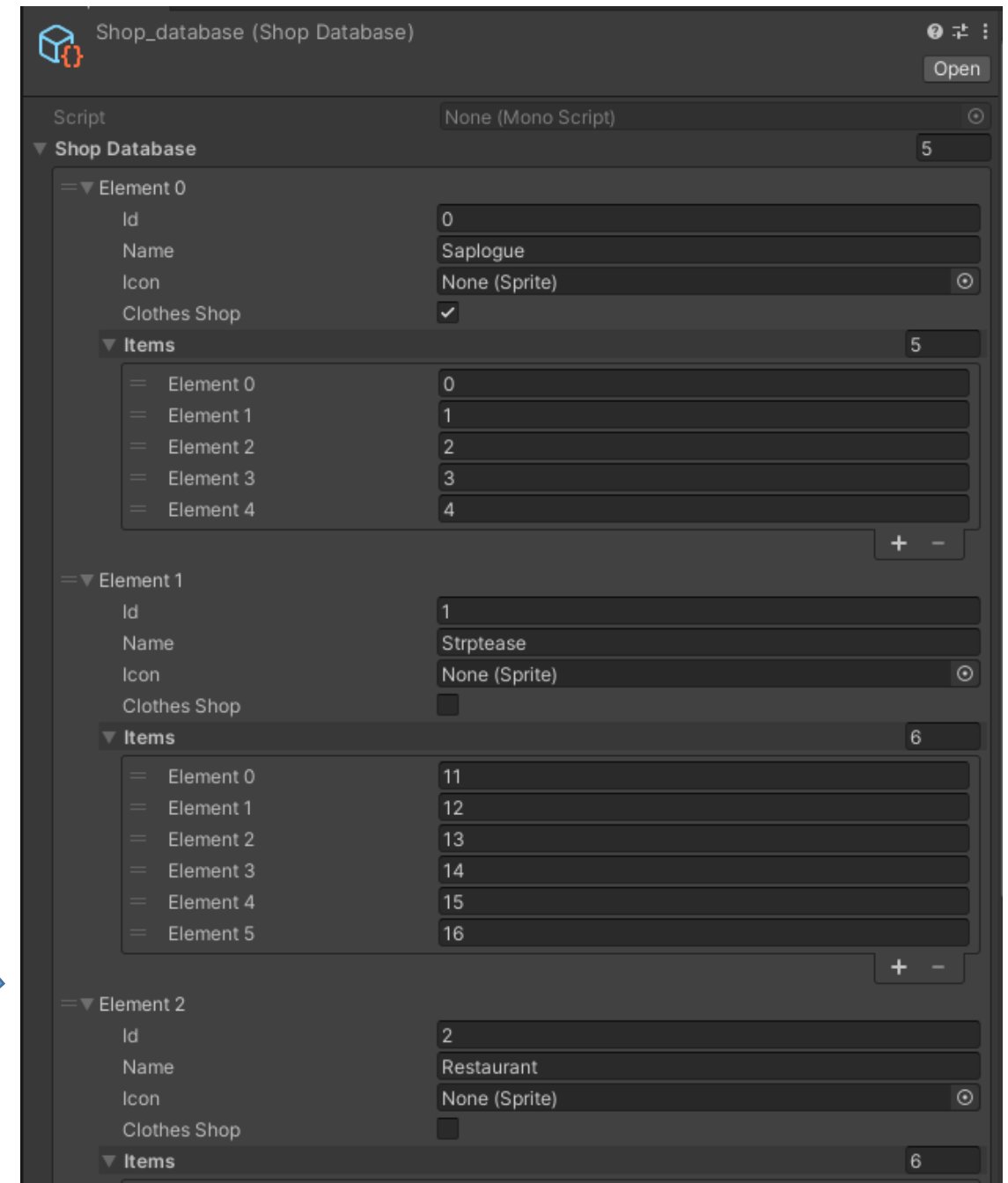
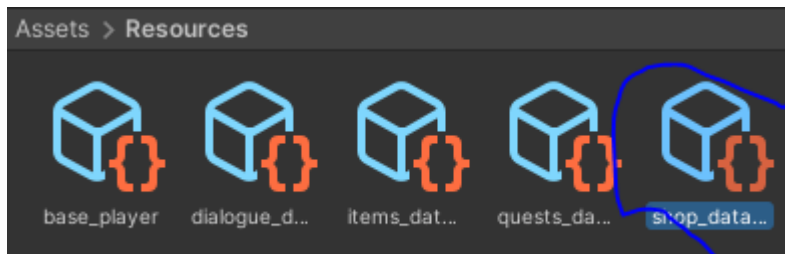
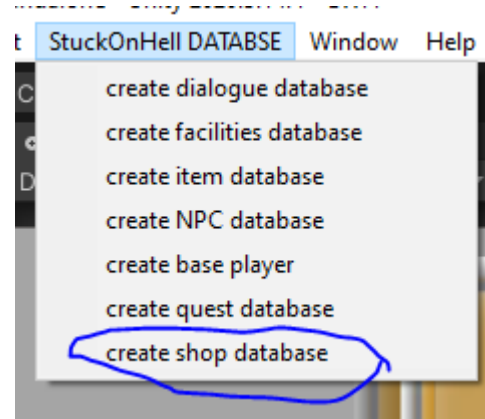
How to create a the Shop database

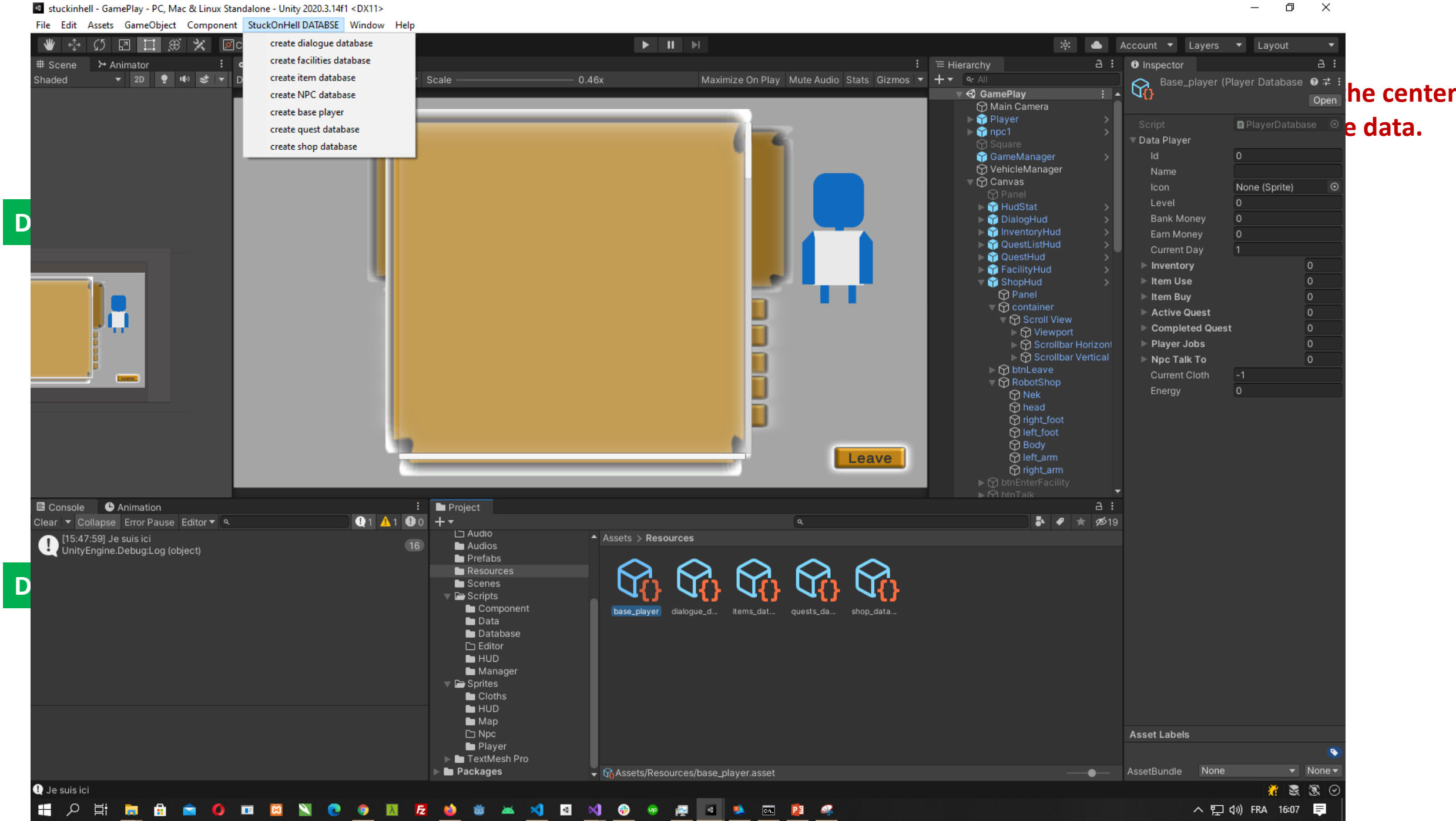


ShopData

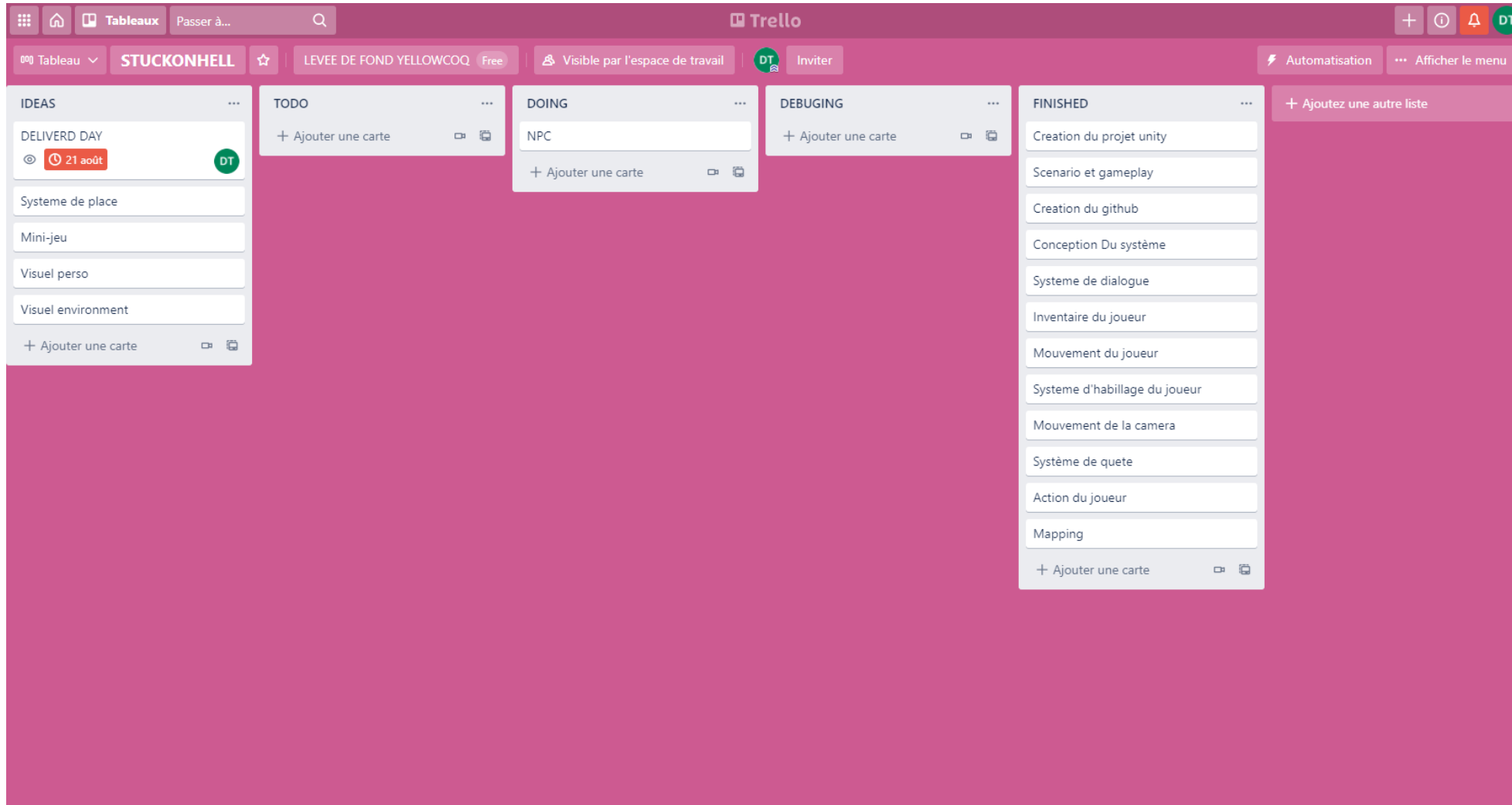
Class that contain shop data in our system

How to create a the Shop database





My working method



My working method

- At first I brainstormed how I wanted my game to be. with most of the features and gameplay mechanics.
- Then I made a small design of the architecture of my game with all the objects that are manipulated and almost all the functionality (I didn't go in depth here because of the deadlines but the important thing is to know as much as possible how the system can work and how some elements can be interconnected)
- Then I split my work into modules in a global way to always know where I am in the work, how it progresses and what is left to do
- and I follow my trello little by little