aargRL Development Plan

Week 1 - Input and basic screen display

9/1/2019 to 9/7/2019

- map out basic control scheme (especially movement) to char key inputs

- make basic display routine and game loop

-game loop runs while Player object is alive and user does not enter Save and Quit command “S”

-display shows the player position on screen and a basic player hud (no map yet)

-get user input working in game loop

- make a main menu

- make basic graphic data structure

Week 2 – Map data structure

9/8/2019 to 9/14/2019

- plan out Map data structure attributes and methods, pre and post conditions

- plan out Tile derivatives

- make a display subroutine for writing map contents to screen

- make a basic “hardcoded” map for testing, either literal hardcoded or read from a file

Week 3 – Save and Load functions

9/15/2019 to 9/21/2019

- create a save method to save data form the game loop into a file

- create a load method to load data from a file into the program to generate a game

Week 4 – Enemy Agents (Monsters) and Basic Time system

9/22/2019 to 9/28/2019

- plan some basic enemy monsters

- implement basic AI (extremely basic, random movement)

- test creating the monsters in the test game

- add a basic time system (turn counts, each player action passes a turn)

Week 5 – Items

9/29/2019 to 10/5/2019

* Plan out some basic items
* Test generating those items in the test game

Week 6 – Interactions

10/6/2019 to 10/12/2019

* Get basic combat between player and enemies working
* Get basic user / item interaction working (user can pick-up/drop items)
* Make some item use functions(food gets eaten, potions quaffed) and the necessary controls