S1:

What I did: Combined STIP & AIP project making a video game (talk about this for a while, how long I’ve been working on it, this is a DEMO build, stip is done aip is not). To be more specific:

* Designed a top-down fantasy rpg from the ground up in racket… (think dragon quest, chrono trigger, final fantasy, pokemon etc. only significantly worse)
* In the game, you can create a character, explore dungeons, engage in turn based combat with computer controlled npcs, earn experiance, level up and become stronger, learn spells, get loot and traid it for gold and other adventuring goods at stores, and save your progress and re-load your game at a later time. (those are the main features)

S2:

* This is a diagram of possible gamestates and the ways in which a user can navigate them (explain how this works starting @ main menu)

S3:

* In order to make all this work, here are the main functions I had to write.
* Key events: updates game every time key is pressed, different for different gamestates, give some examples
* Timed-events: function is called every tick (48 times per second), and updates game state (eg. advance frames in cutcene, checks to see if player is dead)
* Graphics: takes a worldstate which is comprised of a bunch of data and figures out how to display it as an image that makes sence, also different for different game-states, describe how dungeons rendered and how objects have images associated with them, more examples
* Music: use r-sound library by John Clements (proff @ cal-poly slo), how it works, not actualy called in main function but happens concurrently

S4: Remember, this is a demo version, ment to show features not what the finished game will be.

Demo: Main-menu, character creation, dungeon, dungeon menu 1, store (buy), dungeon-menu 2 (save, quit, load), diologe, combat, dungeon-menu again, store (sell), combat (spells)

S5:

* Lots but these are top 3
* 1 are things I can add without doing much more coading (and hopefuly will do by time of AIP pres) etc.

S6: Questions/comments