

ÉCOLE POLYTECHNIQUE FÉDÉRALE DE LAUSANNE  
EPFL-CD107 - INTRODUCTION À LA PROGRAMMATION

## CONCEPTION - MINIPROJET-2

*Students:*

BRUNO Elie

KUGLER Sebastian

*Teacher:*

Jamila Sam

Wednesday 14<sup>th</sup> December, 2022

The EPFL logo is rendered in a bold, red, sans-serif typeface. The letters are thick and blocky, with the 'E' and 'F' featuring a distinctive stepped or 'Z'-like design on their right sides.

# Contents

<b>1</b>	<b>Conception</b>	<b>1</b>
1.1	Étape 1 :	1
1.1.1	ICRogueRoom :	1
1.1.2	Projectile	1
1.1.3	Objets à collecter & Interactions :	1
1.2	Étape 2 :	2
1.2.1	Connectors :	2
1.3	Étape 3 :	2
1.3.1	Enemy Room	2
1.3.2	Enemy	3
1.3.3	Bonus :	3
1.4	Étape 4 : Pseudorandom Room Generation	4
1.4.1	Stage 1: Map Rooms	4
1.4.2	Stage 2: Create specific Rooms	4
1.4.3	Modularity	4
1.5	Étape 5 : Extensions	4
1.5.1	Animations :	4
1.5.2	Following character	5
1.5.3	HealthPoints :	5
1.5.4	Sound Implementation :	5

# Conception

## 1.1 Étape 1 :

### 1.1.1 IC RogueRoom :

The IC RogueRoom class is a subclass of the Area class from the areagame package. It represents a single room in a game called "IC Rogue". The room has four Connector objects, which can be opened and closed, and the room has a behaviorName that specifies the behavior of the room. The IC RogueRoom class also implements the Logic interface, which defines a isOn() method that returns true if the room has been visited.

### 1.1.2 Projectile

The Projectile class represents a projectile that can be fired by the player or enemies in the game IC Rogue. It has attributes such as move duration, damage, and a consumed flag to track its state. It also implements the Consumable and Interactor interfaces, allowing it to be consumed and interact with other objects in the game. The Projectile class has several constructors to initialize the projectile with different parameters such as damage and move duration. It also has an update method to update its state and a draw method to render it on the screen. However, the Projectile class is an abstract class, meaning that it cannot be instantiated directly and must be extended by a subclass that provides a specific implementation of the projectile. For example, the Fire class extends the Projectile class and provides a fireball implementation.

**N.B :** This class has two subclasses that are Fire.java and Arrow.java (we will come back later to Arrow.java)

#### **Fire**

The Fire class represents a fireball that can be used as a weapon in the game IC Rogue (when X is pressed). It has a duration and a damage attribute that determine how long it stays on the screen and how much damage it does to an enemy when it hits them. The Fire class also has an animation and a sound effect that are played when the fireball is created and moves around on the screen. The Fire class extends the Projectile class, which provides it with basic movement and collision detection capabilities. It also implements the Acoustics interface, allowing it to produce sound effects when it is invoked.

### 1.1.3 Objets à collecter & Interactions :

#### **Item :**

This is a base class for items in a game. It extends CollectableAreaEntity, which means that it is an entity that can be picked up by the player in the game. The class has a Boolean field called isPickedUp that indicates whether the item has been picked up or not. It also has a Sprite field called sprite that represents the visual appearance of the item. The draw method is implemented

to draw the item's sprite if it has not been picked up. The `acceptInteraction` method, which is used to handle interactions with the item, is left abstract because the specific behavior of the item will depend on the type of item it is.

**Cherry** This class has been coded to fit the project description but it is not implemented

**Heart (Extension)** The Heart class represents a heart item in a game. The item has a sprite with an animation that is updated and drawn on the canvas. The class also overrides the `acceptInteraction` method to accept interactions from an `ICRogueInteractionHandler`. This method is called when the player interacts with the heart item, such as picking it up.

Note that it can not be picked up if your healthpoint is equal to the maximum hp which is by default 30. It gives the player 5 hp and has a 45 % chance of spawning inside a turret room at random coordinates

**Key** The Key class represents a key item in a game. The key has a sprite and a unique ID. The class overrides the `acceptInteraction` method to accept interactions from an `ICRogueInteractionHandler`. This method is called when the player interacts with the key item in some way, such as picking it up or using it to open a door. The `getId` method can be used to get the unique ID of the key so we can check this ID with connectors.

**Staff** The Staff class represents a staff item in a game. The staff has a sprite with an animation that is updated and drawn on the canvas. The class overrides the `acceptInteraction` method to accept interactions from an `ICRogueInteractionHandler`. This method is called when the player interacts with the staff item in some way, such as picking it up or using it to start throwing fireballs. The `isViewInteractable` and `takeCellSpace` methods indicate that the staff can be interacted with and occupies a cell on the game grid, respectively.

## 1.2 Étape 2 :

### 1.2.1 Connectors :

The Connector class represents a connector in a game, which is an entity that allows the player to switch between rooms in an area. The connector has a sprite and a state that determines whether it is open, closed, locked, or invisible. The connector can be opened with a key if it is locked, or simply opened if it is closed. The connector can also be set to have a destination area and coordinates, which the player will be transported to when the connector is used. The class also overrides the `acceptInteraction` method to accept interactions from an `ICRogueInteractionHandler`, which is likely called when the player interacts with the connector.

## 1.3 Étape 3 :

### 1.3.1 Enemy Room

The `Level0EnemyRoom` class represents an enemy room in a game. This class extends the `Level0Room` class, which is a room in an area. The `Level0EnemyRoom` class adds the ability to contain enemies, which are added to a list. The `update` method overrides the `update` method

in the superclass to update the enemies in the room as well as the room itself. The `createArea` method overrides the `createArea` method in the superclass to add the enemies to the area when it is created. The `isOn` method overrides the `isOn` method in the superclass to return true only if all of the enemies in the room are dead. This is likely used to check if the player has defeated all of the enemies in the room before allowing them to proceed.

### **Turret Room :**

The `Level0TurretRoom` class represents a room in a game that contains two turrets and potentially a heart item. This class extends the `Level0EnemyRoom` class, which represents a room that contains enemies. The `Level0TurretRoom` class adds two turrets to its list of enemies, and it also creates a heart object that is potentially added to the game. The `begin` method overrides the `begin` method in the superclass to register the heart object with the game if a random number is less than 45. The `Level0TurretRoom` constructor initializes the two turrets and the heart, and adds them to the list of enemies.

## **1.3.2 Enemy**

The `Enemy` class represents an enemy in a game. It extends the `ICRogueActor` class, which means that it can exist and be drawn on an `Area` in the game. The `Enemy` class has a boolean flag `isAlive` that keeps track of whether the enemy is alive or not, and a `Sprite` object that can be used to draw the enemy on the screen. The class also has a `Consume` method that sets the `isAlive` flag to false and unregisters the enemy from the `Area` it belongs to.

### **Turret :**

The `Turret` class extends the `Enemy` class and represents a turret enemy in the game. The `Turret` class has a `ICRogueTurretInteractionHandler` object that handles interactions with the `Turret`. The `Turret` class also has an array of `Orientation` objects that specify the directions in which the `Turret` should fire arrows. The `Turret` class overrides the `update` method to fire arrows in the specified directions at regular intervals. The `Turret` class also implements the `Interactor` interface, which means that it can interact with other `Interactable` objects in the game. The `Turret` class has a `wantsCellInteraction` and `wantsViewInteraction` method that both return true, indicating that the `Turret` should respond to cell and view interactions. The `Turret` class also has an `interactWith` method that allows other `Interactable` objects to interact with the `Turret`'s interaction handler.

## **1.3.3 Bonus :**

### **End Message :**

We added an ASCII Art at the end of the game, If the game is lost then, Game Over is printed in the console and then it finished by showing credentials which is our names.<sup>7</sup>

## 1.4 Étape 4 : Pseudorandom Room Generation

The suggested division into the overall geographic-, followed by the specific room placement and -creation was realized in our code structure.

### 1.4.1 Stage 1: Map Rooms

A quadratic map of sufficient size is generated, initialized (`mapRooms`) and populated pseudo-randomly with adjacent room placeholders (`fillMap`). The map is a two-dimensional array of `MapState`, an enum-type abstraction of - and basis for - the real `ICRogueRoom` array filled in the second stage. Helper functions of this stage are self-descriptively named `fillMapAround`, `randomPlacedPosition` and `freeNeighbourSlots`.

### 1.4.2 Stage 2: Create specific Rooms

Based on the map of the previous stage, `placeRooms` places the specific rooms defined by the respective `LevelX` class at pseudorandom, free coordinates. `RandomHelper.chooseKInList()` was thus modified to be able to choose from a list of `DiscreteCoordinates`. The creation of each room is delegated to the specific `LevelX` class and the boss room is created last to prevent it being an obligatory transit room on the map.

### 1.4.3 Modularity

The level-generating code is crafted in such a way that an arbitrary number of levels can be easily generated. Although not part of this project, other `LevelX` classes could be trivially implemented and used in harmony with the `Level.java` class and its generation algorithms.

## 1.5 Étape 5 : Extensions

### 1.5.1 Animations :

We decided to animate all of our players, the "pet" following us, the main player, the heart spawning inside the turret room, the staff which has a sort of fire animations next to it and lastly the fireball.

The following method needed to be coded to animate the following character : "boy.png"

#### Extract col method

This method has been coded in the `Sprite.java` file to allow us to animate a pet that follows us. We coded this because, the given `extractSprites` method only took images where all the positions were line by line but lot of images that could be found in the `res` folder had their positions column by column so the first method was not working.

```
1 public static Sprite[][] extractSpritesCol(String name, int nbFrames, float width
   , float height,
2         Positionable parent, int regionWidth, int regionHeight,
   Vector anchor, Orientation[] order) {
```

```
3  Sprite[][] sprites = new Sprite[4][nbFrames];
4
5
6  for (int i = 0; i < nbFrames; i++) {
7      int j = 0;
8      sprites[order[0].ordinal()][i] = new Sprite(name, width, height, parent,
9          new RegionOfInterest(regionWidth * j++, regionHeight * i, regionWidth,
10             regionHeight), anchor);
11      sprites[order[1].ordinal()][i] = new Sprite(name, width, height, parent,
12          new RegionOfInterest(regionWidth * j++, regionHeight * i, regionWidth,
13             regionHeight), anchor);
14      sprites[order[2].ordinal()][i] = new Sprite(name, width, height, parent,
15          new RegionOfInterest(regionWidth * j++, regionHeight * i, regionWidth,
16             regionHeight), anchor);
17      sprites[order[3].ordinal()][i] = new Sprite(name, width, height, parent,
18          new RegionOfInterest(regionWidth * j, regionHeight * i, regionWidth,
19             regionHeight), anchor);
20  }
21  return sprites;
22 }
```

### 1.5.2 Following character

We added a small character that is stucked to us, that is non playable and does not take any damage, it is also animated as previously stated.

### 1.5.3 HealthPoints :

We added the HealthPoints text above the player's head and we implemented an HPBar which is coded using the HPBar sprite located in the res folder, we added a red image that is being shrunk when the player loses HP.

### 1.5.4 Sound Implementation :

We added three sound implementations that are :

1. The arrow sound when arrows are being ejected of the turret.
2. The touchedPlayer sound, which activates when an arrow interacts with the player.
3. The fireBall sound, which is played when a fireball is created.