Project Journal

8th November 2016

Plans: Research peer-reviewed literature on tile-based game creation, management games, and AI in gaming. Begin initial Unity project set up, and create initial basic scripts such as WorldController.

List of created scripts:

World Controller

World

Tile

Purposes

World Controller – This will contain all other elements of the game. It is where tiles and characters get created and destroyed, and their variables get stored such as position. It will be a singleton due to it being the main controller for the game.

World - This is a class not derived from monobehaviour. It will be controlled by the World Controller. It will contain all the elements of the current game such as tiles, characters, furniture ect. It currently knows information about all the tiles and the height and width of the world.

Tile – This is a class not derived from monobehaviour. The world is filled with tiles and they are sorted into a 2D array. It will contain only functions that affect itself, such as what character or furniture is on it, or what its neighbours are. It also contains information such as its position in the World and its movement cost, which is dependent upon what is in the tile such as characters or furniture.