

Game

RPG with Random World Generation



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Sadržaj

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# Systems

## GUISystem

* Draws to the screen
* Optimized so that it doesn't draw what it doesn't need to draw?

## MenuSystem

* Play – Starts a new game
* Load Game – Loads a game from one of the slots
  + Uses File System or DB or both?
* Options
  + Resolution (Screen size – Width \* Height) – Minimum = ?
  + Key bindings
* Quit

In game, Play is removed, Load Game becomes Save Game and Back to Main Menu is added.

## InputSystem

* Saved to & loaded from a file or DB or both
* Handles key binding

# Game

## Generalizing

* IMovable - Move()
* ITradable? - Purchase, Sell, Buyback

## Characters

Abstract

* Character : IMovable - Attack(), stats, List<Item>, ...
* Enemy : Character, IEnemy? - MovementPattern (List<MoveDirection>), LocatePlayer()

Actual

* Enemies : Enemy
* Bosses : Enemy
* Player : Character - basic attack, spells (prop mana), …

## Level

* Tile - Type(Walkable, Wall, Movable, Breakable, Gatherable, …) - interaction based on type? generalize it
* TileChunk - Rotate(Side sideToFace) - for Random Level Generation
* Level - List<TileChunk>? **>**  List<Tile>?

## Items

* Item - Value, Weight, ...
* Shop - List<Item>, Money

# Examples

## Input handling

ConsoleKeyInfo keyInfo;

// Prevent example from ending if CTL+C is pressed.

Console.TreatControlCAsInput = true;

Console.WriteLine("Press any combination of CTRL, ALT, or SHIFT, and a console key.");

Console.WriteLine("Press the Escape (Esc) key to quit: \n");

do

{

keyInfo = Console.ReadKey();

Console.Write(" --- You pressed ");

if((keyInfo.Modifiers & ConsoleModifiers.Alt) != 0) Console.Write("ALT+");

if((keyInfo.Modifiers & ConsoleModifiers.Shift) != 0) Console.Write("SHIFT+");

if((keyInfo.Modifiers & ConsoleModifiers.Control) != 0) Console.Write("CTRL+");

Console.WriteLine(keyInfo.Key.ToString());

} while (keyInfo.Key != ConsoleKey.Escape);

## Turn it into real time game (SYNC)

Console.WriteLine("Press ESC to stop");

do {

while (! Console.KeyAvailable) {

// Do something

}

} while (Console.ReadKey(true).Key != ConsoleKey.Escape);

## Playing audio

var player = new System.Media.SoundPlayer(@"c:\mywavfile.wav");

player.Play[Sync](); // Async by default, use PlaySync to do it Sync

[Music file to WAV converter](https://audio.online-convert.com/convert-to-wav)

[YouTube to WAV converter](https://www.onlinevideoconverter.com/mp3-converter)