



# T-JAV-501 Kick-Off

Pré-MSc Pro

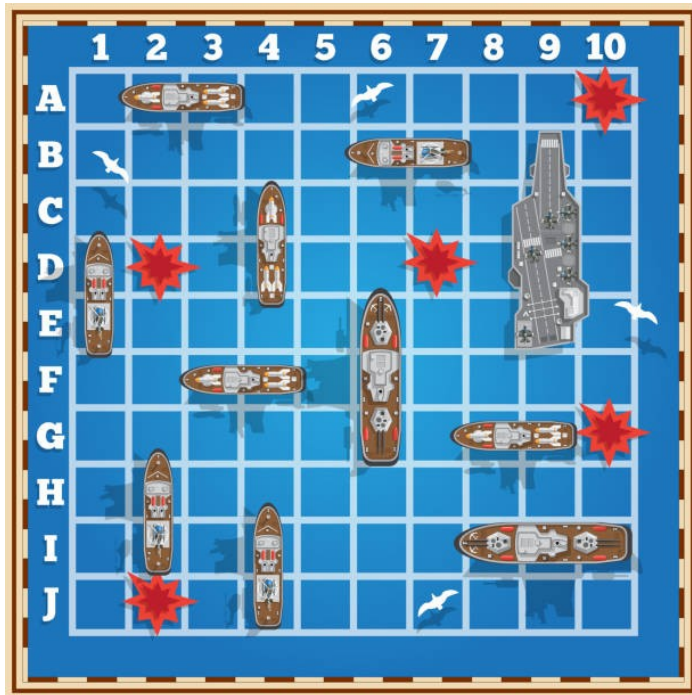
# Objectives

- Starting from the bootstrap as a first building block ...
  - ~ ... and what you learnt from the T-JAV-500 pool ...
- You make an Object-Oriented 2D Game in Java
  - ~ 2 weeks, by groups of 2 or 3 people
  - ~ **As long as it's in Java and OOP-friendly and validated by your pedago**, go in any direction you want
  - ~ The goal is to put OOP principles into practice, not to make a game for the sake of making a game
  - ~ Don't be scared : if you don't like a direction, take another direction.
  - ~ FIRST, read all the document, THEN craft your idea, and ask for validation



# Objectives

- If you do this... it should be enough to succeed the project



- If you want to do more... stay tuned !



# Combat System

PRESS **F7** TO TOGGLE HELP ON CREATING YOUR CHARACTER

NAME:

**GENDER** **ORIGIN** **AXIOM** **CLASS**

MALE NOR'LANDER ATHEISTIC FIGHTER  
FEMALE BARREAN DRUIDIC ROGUE  
EMAYU VIRTUOUS MAGICK USER  
THERISH NEFARIOUS HEALER  
KESSIAN AGNOSTIC RANGER

TITLE: Enchantress GRANTED SKILL: Elemental

AVAILABLE SKILLS: Cartography, Dodge, Foraging, Hide in Shadows, Lore, Medicine, Meditation, Mercantile, Move Silently, Pick Locks

KNOWN SKILLS: 5 Arcane, Elemental, 3 Foraging, 4 Meditation

AVAILABLE SKILL POINTS: 0

CLICK DICE TO RE-ROLL ATTRIBUTE SCORES

STRENGTH 14, DEXTERITY 15, ENDURANCE 16, SPEED 13, INTELLIGENCE 20, WISDOM 10, PERCEPTION 23, CONCENTRATION 15

CLICK HERE TO EXIT CHARACTER EDITOR

PRESS **ESC** TO CANCEL AND RETURN TO THE MAIN MENU

### Combat Charts

DIE ROLL	ODDS RATIOS							DIE ROLL
	1-4	1-3	1-2	1-1	2-1	3-1	4-1	
-1	D	DD	X	X	X	X	X	-1
0	-	D	DD	DD	X	X	X	0
1	-	D	DD	DD	X	X	X	1
2	-	-	D	D	DD	X	X	2
3	-	-	-	D	DD	X	X	3
4	-	-	-	-	D	DD	X	4
5	-	-	-	-	D	DD	X	5
6	-	-	-	-	-	-	X	6
7	-	-	-	-	-	-	-	7

X=Unit eliminated.  
D=Unit dispersed (turn counter face down) may not move in next player turn, may not fire. Subtract 1 from die roll of subsequent attacks upon it during that turn. Becomes "undispersed" at the end of that players next turn. See PLAY SEQUENCE.  
DD=Special dispersed. If defender already dispersed by fire in that turn, unit is destroyed. If unit was undispersed treat as normal dispersal.  
--No Effect.

Odds are always simplified and rounded off in defender's favor. No attacks permitted at worse than 1-4. Odds greater than 4-1 are treated as 4-1.

### TEC TERRAIN EFFECTS CHART

TERRAIN FEATURE	EFFECT ON MOVEMENT	EFFECT ON DEFENSE (DEFENDING unit on a given terrain)
CLEAR	Costs 1 MF to enter. Costs truck units 2 MF to enter.	NONE
ROADS	Costs 1/2 MF to enter. If entered from non-road hex, MF cost is that of other terrain road hex.	NONE--(other terrain in road-hex has whatever effect would have had without the road).
TOWNS	Costs 1/2 MF to enter (even from non-road hexes)	Add one to attacker's die roll. Units stacked together in towns must be treated as one combined DF.
WOODS	Costs 1 MF to enter. Vehicular units may not move through green hex-side symbols except on roads. Costs truck units 2 MF to enter.	Add 1 to attacker's die roll.
SWAMPS	Costs 1 MF to enter. Vehicular units may not enter except on roads.	
GULLIES & STREAMBEDS	Apply MF cost to that of accompanying terrain for entry and movement along gullies. Costs trucks 5 MF to LEAVE. Costs other vehicles 3 MF to LEAVE.	See rules.
STREAM FORD	Treat as CLEAR terrain (no "leaving" penalty)	NONE
POND	NO units may cross pond-hex sides.	
SLOPES	Costs 4 MF for trucks to enter. Costs all other vehicles 3 MF to enter.	Attacker's AF is halved. See TET.
HILLTOPS	MF cost as per other terrain on hilltop-hex.	

### TET TARGET ELEVATION TABLE

UNITS FIRING FROM	INTERVENING OBSTACLE/HEX-SIDE SYMBOLS WHICH OBSTRUCT THE LINE-OF-FIRE WHEN TARGET IS ON ...		
	GROUND LEVEL	SLOPES	HILLTOPS
GROUND LEVEL	ALL	BROWN ORANGE See Note B	see Note B see Note D
SLOPES	BROWN ORANGE see Note A	BROWN ORANGE see Note E	NONE
HILLTOPS	see Note C	NONE	NONE

### WEC WEAPONS EFFECTIVENESS CHART

CLASS OF WEAPON BEING FIRED	TYPE OF TARGET		
	ARMORED VEHICLES (including Halftracks)		ALL OTHERS (including trucks)
	At Half-Range or Less	At Greater Than Half-Range	At All Ranges
I	May attack only when using Close Assault	Attacking not allowed	Normal AF
A	Double AF	Normal AF	Half AF
H & M	Normal AF	Half AF	Normal AF

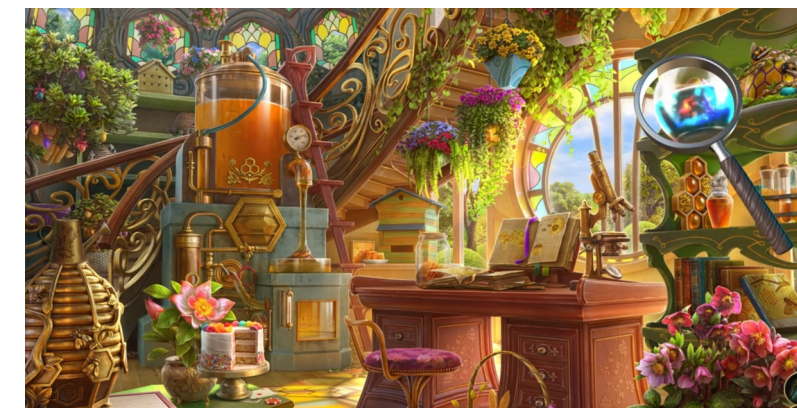


# Party Management





# Interaction with items and characters



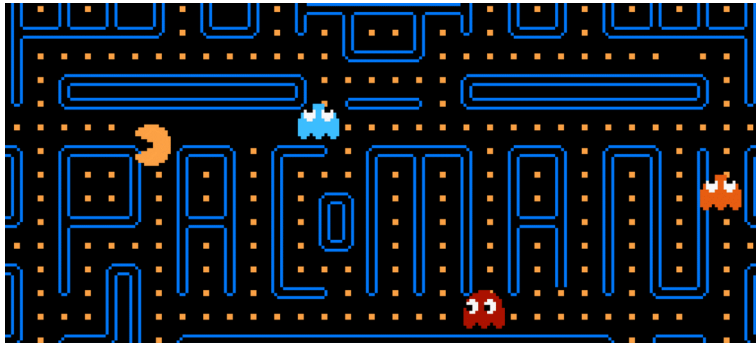


# Character behavior and pathfinding





# Level Generation





# Passive Management

Home  
Inbox  
Squad  
Dynamics  
Tactics  
Data Hub  
Staff  
Training  
Medical Centre  
Schedule  
Competitions  
Scouting  
Transfers  
Club Info  
Club Vision  
Finances  
Dev. Centre

**TACTICS**  
18th in English Premier Division - Next Match: Getafe (H) (2 days)

Overview Team Player Set Pieces Captains Match Plans Opposition Instructions

FORMATION  
POSITIVE 4-3-3 DM WIDE\*

TACTICAL STYLE  
GEGENPRESS

MENTALITY  
Positive

IN POSSESSION  
Pass Into Space  
Play Out Of Defence  
Extremely High Tempo  
Fairly Narrow

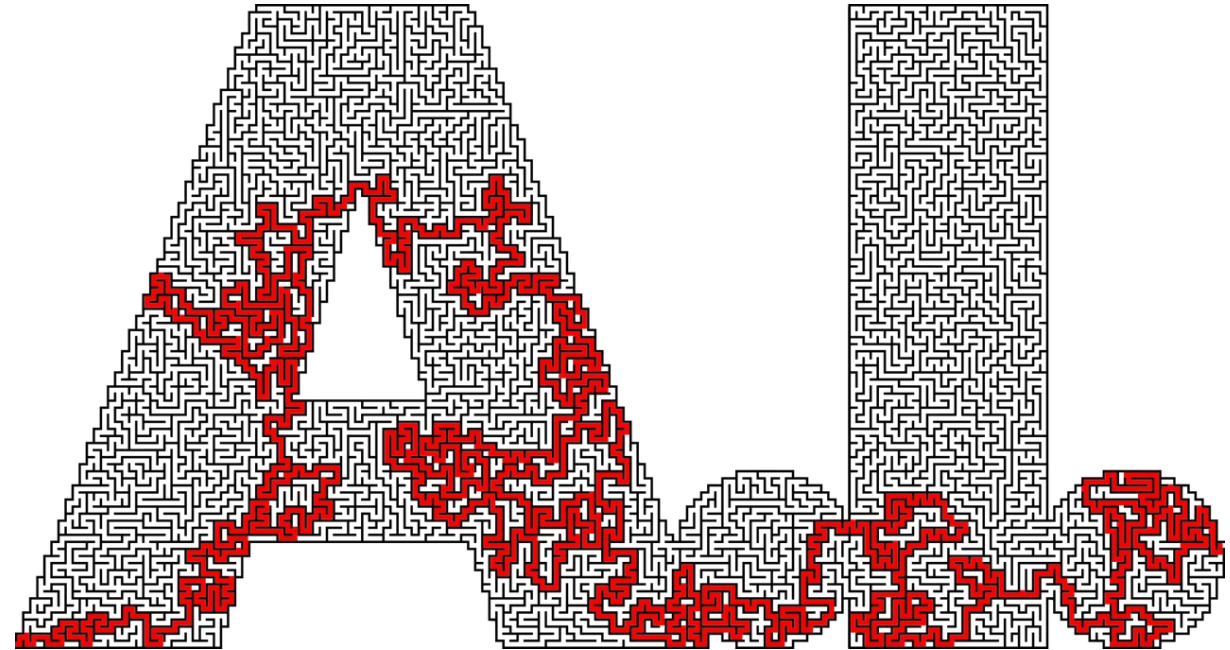
IN TRANSITION  
Take Short Kicks  
Distribute To Centre-Backs  
Counter  
Counter-Press

OUT OF POSSESSION  
Higher Defensive Line  
Much Higher Line Of Engagement  
Much More Often Prevent Short GK Distribution

TEAM FLUIDITY  
Fluid

Selection Info Selection Advice Quick Pick Filtered\*

POSITION/ROLE/DU...	ROLE ABILITY	PI	PLAYER	INF	CON	SH	MO...	AV RAT
GK SK	Defend	★★★★★	Ibrahim Okereke	Set	Set	Set	Set	-
DR WB	Au (Su)	★★★★★	Ricardo Mendoza	Set	Set	Set	Set	-
CD CD	Defend	★★★★★	Luis Molina	Set	Set	Set	Set	-
DCL BPD	Defend	★★★★★	Careca	Set	Set	Set	Set	-
DL WB	Au (Su)	★★★★★	Guillaume Diallo	Set	Set	Set	Set	-
DM DM	Defend	★★★★★	Vivaldy Kalenga	Set	Set	Set	Set	-
MCR RPM	Su	★★★★★	Théo Touré	Set	Set	Set	Set	-
MCL BBM	Su	★★★★★	Mohamed Hamami	Set	Set	Set	Set	-
AMR W	Su	★★★★★	Soumaila Ouédraogo	Set	Set	Set	Set	-
AML IF	Su	★★★★★	Mike Kondowe	Set	Set	Set	Set	-
STC PF	Attack	★★★★★	Hernán Reynoso	Set	Set	Set	Set	-
S1			Drew Freeman	Set	Set	Set	Set	-
S2			Christophe Delvaux	Set	Set	Set	Set	-
S3			Henry Samson	Set	Set	Set	Set	-
S4			Bizú	Set	Set	Set	Set	-
S5			Hicham Mehri	Set	Set	Set	Set	-
S6			Sebastián Torres	Set	Set	Set	Set	-





# Real (?) time





# Input and Character Control

- Many aforementioned game genres use mouse (with or without keyboards)
  - ~ Point'n'click games (the name speaks for itself)
  - ~ Strategy games
  - ~ Some role-playing games
  - ~ You can also include shooters and platformers



# Last instructions

- Which direction ?
  - ~ Focus on one single direction and exploit it to the maximum
  - ~ OR
  - ~ Take several aspects and mix them into a whole gameplay
- Graphics ?
  - ~ Whatever you want (JavaFX, ASCII Art, etc...)
  - ~ Not the most important
- Object-Oriented !!!
  - ~ THAT'S the most important !



# Thank you for your attention

- Before we start... any questions ?