

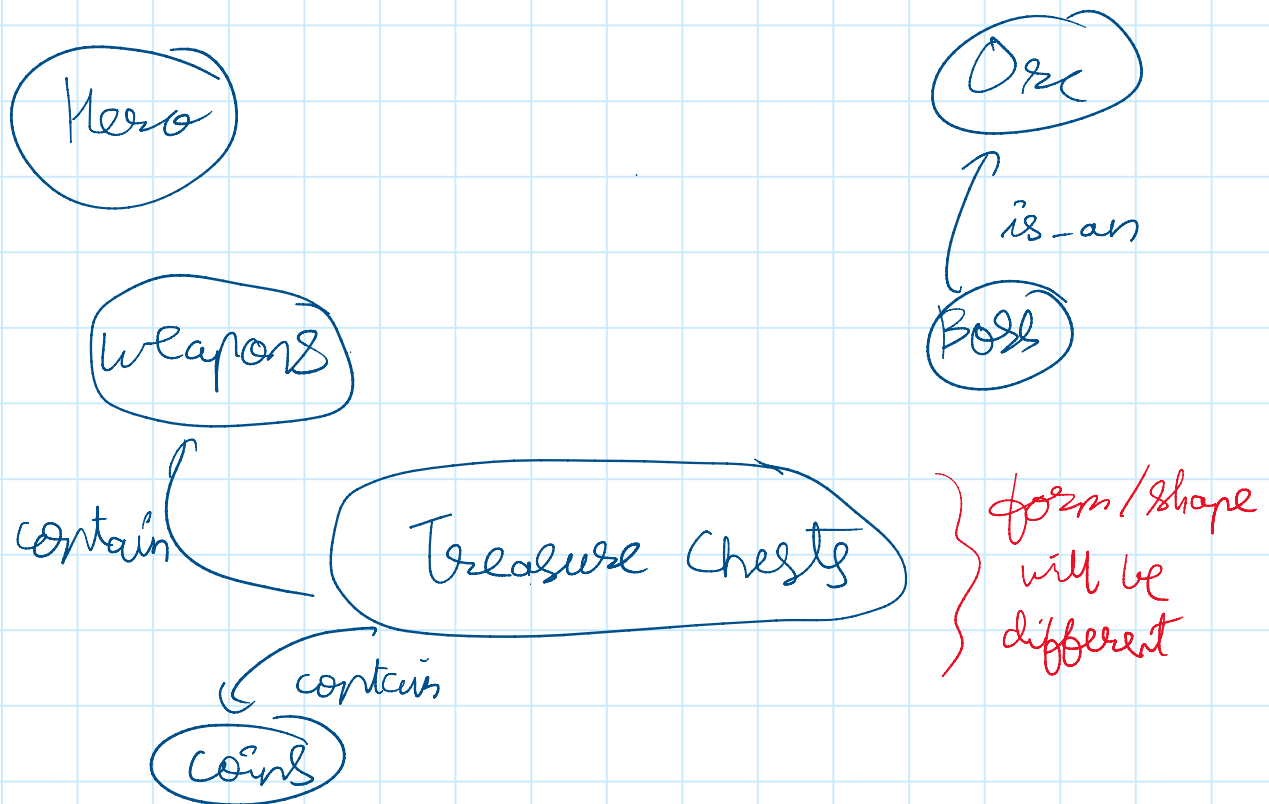
Starting Notes

11 November 2021

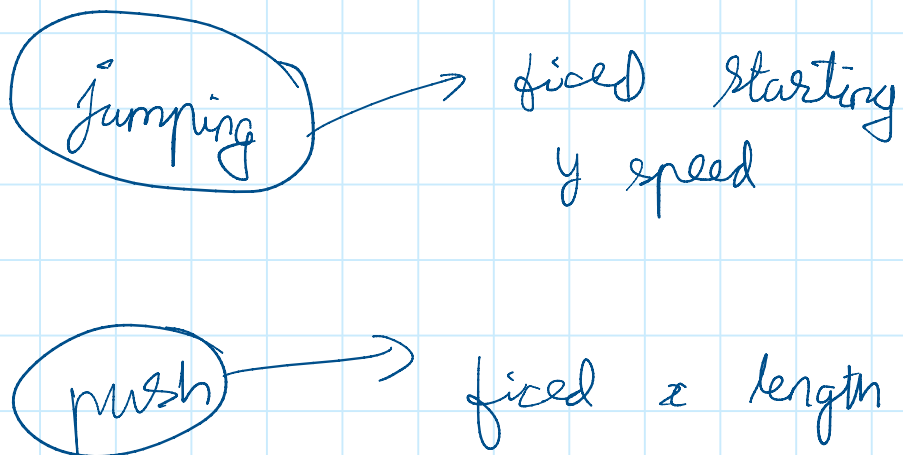
06:06 PM

Actual game is different, don't bother with that.

Youtube video and doc will be enough

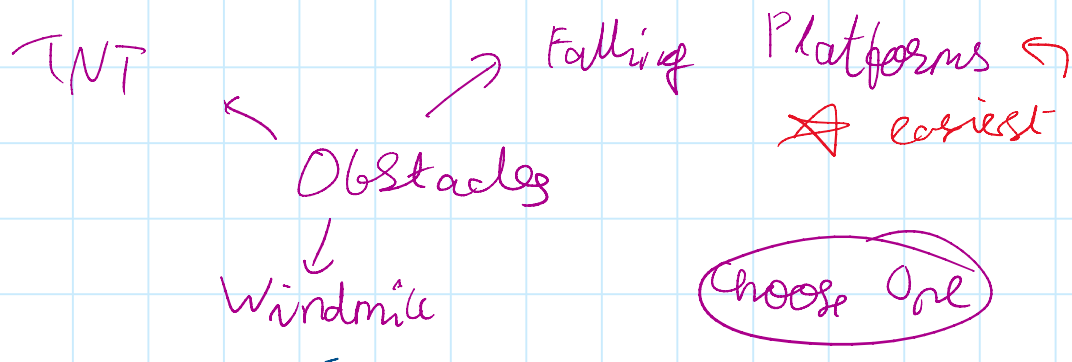
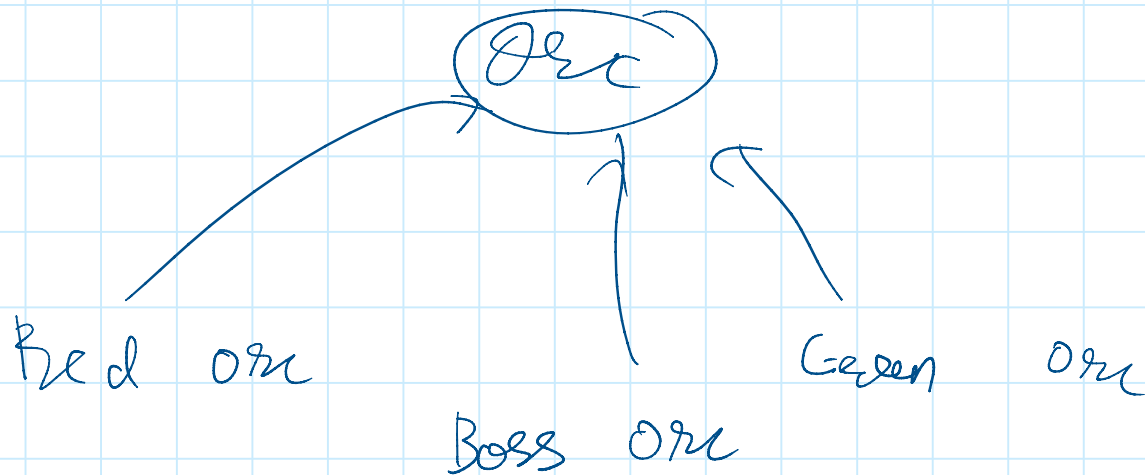


We need to make only level and background



X origin Location has to be displayed at top

By default, x is ranging from 0 to 122. But if you want smoother animation, you can have higher range for x



TNT - animation easy, programming difficult

Windmills - animation difficult, programming simple -> contact = death

Falling platforms - both might be easy, but altitude change can cause problems. If we are already implementing moving platforms, then this will be easy

Resurrection:

- Will cost coins
- Only allowed once per game
- Triggered when hero dies

Helmet → choose one

Weapons → support two

Coins can be acquired from treasure chests or killing orcs

Starts with no weapons.

- All weapons are acquired through chests
- Chests will contain one weapon only
- If you acquire a weapon you already have, then it will be upgraded

Game End → either hero loses [death to orc / abyss / obstacle] or wins by defeating boss

- Has to be followed by a win screen

We will need a save / reload functionality

- Serialisation → covered a bit later
- Helmet, weapons, coins, position
- Multiple saves have to be supported

Remember that some game functionalities have been eliminated, such as stars, trophies, the concept of the tower & special abilities, Companions etc., that can be found while playing the original game to simplify your implementation.

Text boxes on kill and taunt

- Have to be randomised [15% of bounces will be taunts, orcs will always have kill messages]

Platforms can be at multiple heights, and hero can be on either one

➤ Hero sticks to edge of platform sometimes [not sure if this is intended]

Coins can be scattered freely on map

X position of hero is forced to be int, but orcs and obstacles can be at other positions

Falling Platforms fall one by one from left to right regardless of where hero lands on them

Upgrade - one shuriken > two shurikens