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Game2- Persona 3 Implementation

For my game, the idea that excited me the most was being able to create a part of Persona 3, an Atlus video game that is compatible on the PlayStation 2 and the Play Station Portable. In Persona 3, you play either a boy or girl that transfers into a school that is within a town that has recently had some weird occurrences. It is your character's job to defeat the "shadows," dark monsters, which are within a building called the Tartarus, which is a tall storied dungeon that your school turns into at midnight. You and your allies fight with beings called personas, which are reflections of yourself. In my implementation, I try to focus on walking through a floor of the Tartarus, encountering shadows, fighting them, and using items that are received. Unfortunately the game is not finished, as there are lots more things to add to this implementation. This was due to a multitude of complications. Instead, I will describe what would have been within the program, had it been completed.

The Tartarus has a maze structure, containing your character, shadows that would move around in a specified pattern, and an exit point. At such exit point, a new maze with new shadows would be created. This would be shown in the WalkMode. The maze would be generated from a Maze class, using a format similar to those that are available through the internet. Then the class CharacterInMaze would move around the maze. As you can see from lines 58-77 there is a function called charImageChange(), that if implemented, would change the image of the character depending on the direction it was going. Alas, proper images for that transition were not found and formatted to suit the game, and so the game would instead use the MaleProtag.png

file. The OnKey of the WalkMode would have the basic moves of the character. It would also have an option to move to ItemMode by pressing “i”. This would then save the current WalkMode and change the World output to be an ItemMode. Yet is a character interacts with and touches a shadow, the world would change to a FightMode.

The FightMode is more text-based, and doesn’t include much of moving. Within the FightMode, the character will have 5 options: They can fight with an attack that depletes their health points(hP), they can fight with an attack that depletes their Spirit Points or SP, they can heal themselves, or heal one of their allies. Once that move is done, the player continues while seeing the rest of the moves by their allies and the shadow by pressing enter. The images of who’s turn it is will show on the right side of the screen, the image of the shadow will be in the top center, and the description of the moves happening will show in the bottom of the screen. On the top right, the health and sp of the characters and allies will show, so the player will be able to make decisions on their turn. They also have the option on their turn to use an item, and so they will press I and enter an itemMode. The end of the round is called when the shadow has no health left, and then WalkMode is returned, with the position of the shadow changed. In addition, an item will be gained from defeating a shadow, which will be visible once the player goes to ItemMode.

Within ItemMode, the player will see what items they have available. There are 3 item types that can be used, an item that heals hP, and item that heals SP, and an item that does nothing. The hP item can be used on the player or allies, though the sP items can only be used by the player. Within ItemMode, the previous world is saved as a state so that when an item is used, the player is returned to the previous state with the new effect of the item.

As for testers, most of the testing would be done while the game is running. For ideas of tests outside of the game, there is the option of checking if a player touches a shadow, or if an image changes. Unfortunately, I felt like most of what was taught in class was not very useful for this project. Instead, it required a lot of creativity and knowledge of java. What I lack the most is the ability to choose a project that is within my skill range, and finding the proper formats for java. I haven't improved much as a programmer from this project, more of learned my limitations for programming.