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CMSI 3752

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Game #1 Documentation

2D RPG Game

1.0.09a (9/18/23) to (9/25/23)

* Added DialogueManager script and game object. Additionally, created a Dialogue Node scriptable game object and a Dialogue menu UI. The dialogue node contains links to up to 4 additional nodes that help create the various options that can be decided when in a dialogue. Also created an NPC dialogue trigger script to start the dialogue when the player enters the collision area.
* Changed the InventoryUI to a 64x64 image. Previously it was 32x32 which was a little to small. Also set the sprite to ‘sliced’ for better scaling and usability in the menu. I am using this same sprite for the dialogue menu.
* Ranged Attack: When holding a ranged weapon, attacking causes an arrow to shoot in the direction the mouse is in relation to the player. Shooting an enemy should temporarily set the agro range higher so that it will start approaching the player once it takes damage.
* Created a game manager to manage various game states. The game manager pauses enemy movement when in dialogue.
* Singleton & New Scene switching. Converted all managers to singletons and started implementing scene switching and the main menu screen.