

Dungeon Quest

Project 02 Progress Report by Margaret (Meg) Summers

Summary of changes:

The biggest change I have made so far is that I added a new level to the maze, with adjusted dimensions from the first version to make it more difficult. This now allows me to easily add the rest of the levels as soon as the maze designs are finished and finalized. I do however plan to modify the current code to minimize unnecessary repetition with the multiple level functions. Within this new level I also added a horizontal spider movement, to have more freedom in future designs, a timer that will time how long the player is in the gameplay state and will show at the end, no matter the ending you get, and the ability to go back and forth between the 2 levels with the doors. I also changed up the bow mechanic so that it shoots as soon as you click the spacebar instead of afterwards (this change was figured out for the sound exercise last week so I simply put that version of the code into my project).

Known Bugs to be fixed:

“No arrows left text”: The text for no arrows left stays on the screen for the full game when it should be gone after a few seconds. I need to add a/use my timer to fix this.

Spider proximity: Occasionally the spider can cause a game over from further away then I would like. I believe this is because the player is a rectangle and the dist() function works best for circles. I will be fixing this issue in the next progress build when I have the actual art assets.

Arrow counter: The arrow counter will sometimes only allow for 2 arrows when it should be three. I believe this is a bug that came from me putting in the new bow and arrow system so I will be looking over that for the next progress build.

Entering a door: The area to enter the door can be off by quite a bit. I will need to adjust this as well as the image placements.

Current Progress on major mechanics:

- Addition of different spider movements
 - Now that I have all the basic spider movements done, I will experiment with more complex versions to hopefully add to later mazes
- Animations
 - I am still trying to figure out the best way to add the animations I am envisioning so until I figure things out I will focus on finishing the gameplay part of the final version
- Image/Sound assets
 - I have made some progress on the visuals, mostly just sketching out ideas and getting a good handle on how to create good pixel art with the proper sizes

- For sound, I was originally going to create a metal detector type oscillator but I don't believe it'll work in the main dungeon part of the program so if I do add the oscillator it will have to be in another mechanic
- I am also still figuring out how to create some sort of oscillator background music
- New levels
 - As I said in my summary, now that I have added one level it should be very easy for me to add the rest as soon as they are ready.
 - I will however have to adjust the proportions of the walls and objects as the more compact maze can be difficult to get through hallways. I will also adjust the prototype level so that it looks more natural

Next Mechanics to focus on:

- Boss level
 - My next big goal will be to create a working version of the boss fight
- End game store
 - Another big mechanic I plan to add is the final store where you can use the coins you collected to buy items
- Art assets for the avatar(s), spiders and coins
 - These are the assets most important to me to get the best idea of what the final game is so I plan to have them done by the next progress report
- *Potentially* Add mechanic to hide coins if there is a wall between them and the user
 - In the second maze most of the coins that are meant to be hidden can be seen through walls making it a lot easier.
 - Same thing can be said about the layout, I will be looking into a way to hide the walls until the user gets close to them so they cannot see the small gaps in the more difficult mazes