

Personal contribution to “The Legend of Adlez”

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During the development of our game “The legend of Adlez” I was responsible for some of the elements of the user interface, like the pause menu. The game switches to the pause state on the press of the ‘Esc’ button. For this I created a game state switching mechanism, which is also used for all other possible game states. After the game enters the pause state, two buttons appear on the screen – one that resumes the game by going back to the play state and one for exits the game. Another thing that was my responsibility was implementing the heads-up display. The HUD consists of a player health bar on the top left corner of the screen, which shows their current health, as well as 2 weapon icons for the two weapons(a sword and a bow). Each of the icons appears on the screen only when the player obtains the corresponding item.

When there were no longer things to do on the UI, I started working on some other mechanics and functions. One of them is the weapon switching. When the player presses ‘1’ they equip the sword and when they press ‘2’ they equip the bow, providing that they have the item in their inventory. I also implemented the interaction button functionality, as our originally the player interacted with NPCs by colliding with them. However, sometimes this cause a bug where the NPCs will constantly bump into the player, those switching to a dialog game state over and over again and preventing you from playing the game normally.

During the development process I also managed to find a lot of bugs. Some of them I fixed myself. For example, hard coded position and size values for the buttons can make it so that they look different on different screens, which means that the buttons may not be centered properly on the screen. I fixed this by calculating the exact position and size dynamically, relative to the size of the screen. Another problem we had was that the initial game reset function was spawning some of the objects twice. Therefore, I had to make some alterations to prevent this from happening. Also, I made some dialog alterations to fix typos and improve the wording of the sentences. However, there were some problems that I found that couldn’t fix myself as I didn’t have enough knowledge about the certain mechanic. I therefore reported it to my teammates and had someone who knows more about it to handle it.