

Personal Contribution to 'The Legend of Adlez'

Game Programming 2021

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My contribution to this project in general is reading and creating map layers and map objects. We made an RPG game as it was decided in the first meetings, and I helped in the creation of a map to fit with this game. The map was developed in an application called Tiled, and I wrote some of the necessary classes MapObject, ObjectGroup, Polygon to be used while it was being passed to Java. Then using Tiled, I worked on creating object layers to some of the layers on the map, for example, I created the tree bases of the tree layer and the home bases of the house layers so that the collision detections would work well. After that, I created the necessary classes for the game objects such as boss, NPCs, monsters, pumpkin, chest, water, lava, rocks by mostly deriving from the rectangular game objects class written by Micah. And after that, I wrote the loops and codes needed to create the necessary objects in the game. I also created wall objects to prevent the player from leaving the map, which are also derived from rectangular game objects. I worked on some other matters such as the lava causing damage to the player when he touches it, this would make the boss fight a bit harder. At some point it was realized that we had a problem that was causing the player to be able to shoot and kill the NPCs and therefore the quests could not be completed, and the game would never end, I also removed that possibility of being able to shoot down NPCs.