

# Personal Contribution Towards “The Legend of Adlez”

Joshua Finn Kornfeld, Game Programming 2021

The main task I handled during development of “The Legend of Adlez” was the story element and character interactions.

Initially, at the start of development I created a design document proposing the kind of game we could create, including a story, features & mechanics. As a group, we decided on what to take from the original design document. This included:

- RPG type game.
- Defeating monsters and ultimately a boss.
- Collecting items and completing quests for NPCs.

To implement the story and character interactions, chat boxes were required as a means to display the necessary information on screen. To achieve this, I made created a class *ChatBoxButton*, which is an extension of the class *UIButton*, created by Ivaylo.

Challenges faced and overcame for chat boxes:

- Ways to remove the chat box onscreen when it was not necessary.
- Ways to scroll through chat boxes to enable a proper dialog.
- Add a tooltip to the chat boxes to show how to remove them for the user (spacebar).
- Add the chat box at the correct position on the screen.
- Which text to show upon interacting with certain NPCs, for this the class *Const* was created with an enum *Type*. This process was assisted by both Micah & Andrei.
- Chat boxes were added upon collision with the avatar; thus, solutions were created to stop the chat boxes from continuously popping up. Later it was improved upon by adding an interact button which was created by Ivaylo.

Once the chat boxes were in place, I began creating a linear storyline that the player has to go through to complete the game. Each NPC would have all of its dialog stored as an array of strings. The dialog that would be displayed would depend on the state of the quest, represented by an enum *QuestState*, introduced by Micah and the state would update depending on the interactions of the avatar with various NPCs. Not only would dialog be controlled by the *QuestState*, but also interactions with the environment i.e., the rocks blocking the entrance to the cave.

As another element to the story, I introduced a means to reach a checkpoint before the final boss, so the player would not have to redo the entire game upon dying which was further expanded upon by Micah to save the game’s progression at any point of death.

Additionally, I would continuously check for bugs and would try to fix them or mention them to the team member responsible and make minor improvements to existing content, for example changing health bar colours/size/monster damage/preventing user movement from closing windows such as the pause menu.