Project McMinos: Agreements

Important for coordination

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2015-09-08

- Developer abbreviations:
  - Andreas Neudecker: nope (minuscules only! ;-)
  - Ulrich Norbisrath: UlNo
- We will develop both in a common git repository
- How will pictures be stored and translated:
  - every picture is in its own folder
  - The entity's name is constructed from the folders it is in (example: mcminos/up/01.svg -> mcminos_up)
  - CONFIG, README: Every folder can contain a CONFIG and a README file. The README will be ignored. The CONFIG file contains defaults for the current folder and all subfolders. It will be python-style and can contain the following:
    - code='X' with X the character representing the utf-8 code of the level element
    - size=n or size=(x,y) with n giving the size of the symbol in nr of fields it occupies (x,y) dimensions repsectively.
    - speed=value or speed = [value1,value2,...] with value specifiying the time in milliseconds how long each image is displayed or valuen being the value for the n'th image.
  - Pathname: <category>[/<subcategory>]/<entity>[/<entity-variatons>]/[anything]<aa>.[svg|<ww>x<hh>.png]
    - <category>: what kind of game entities are here grouped together (walls, pills, ghosts, ...)
    - <subcategory>: a sub category
    - <entity>: a name consisting only of English letters, numbers and _ (- will be translated to _)
    - <entity-kinds>: Usually something like directions (up, down, left right)

    - * <aa>: animation number. If static only a file with <aa>=00 is available. If animated, no file with <aa>=00 available, but files with <aa>=01, 02, 03, ... depending on number of animation steps available
    - * <ww> = width, <hh> = height
    - * The extension is either svg or <ww>x<hh>.png. If it is svg, then the icon is present in svg format, endings <ww>x<hh> are images in png-format.
    - * There must be images of the size 2x2 and 4x4 available for the radar screen
  - The icon renderer (some pre-processsor program Ulno will write) will read the existing svg files and create (if not already existent) png files in the following sizes will be created and taken into account
    - * 128x128
    - * 64x64
    - * 48x48 <- vote for skipping
    - * 32x32
    - * 24x24 <- vote for skipping
    - * 16x16
    - * 12x12 <- vote for skipping
    - * 08x08
    - * [do we need 06x06?] <- need to do some testing when things have matured a bit
    - * (also the radar icons with 04x04 and 02x02 will be read)
  - The renderer will create a new directory structure and leave the old one as is. The svg images are not copied to the new structure. It calls inkscape via command line (like for example this: inkscape -w 64 -e frontal-test.png frontal-nn.svg) to create the png's.

Thought dump:

- Boss monster/ghosts?
- Using inkscape via command line to create images
- drop the mirror[1] - necessary to still realize touch screen navigation - could still work, when we mirror screen coordinates

*** convert the level sources in a way that they, too, become valid Python code (just like the CO**

currently there are <parameter>:<value> pairs separated by colons. Replace these by =. Currently ; is a comment character. Replace these by #. The level consists of a number of lines with "values" (strings). Convert this to """<newline><level><newline>""" (i.e. multi line Python strings).

[1] will cause shards lying around. 7 years of bad luck ;-) <- so it's 2015 now - five year past our last try, means, mcminos-mobile is done in 2017?