Notes to Future Programmers

This project has several next steps to take. The Game screen is currently the screen with the most progress, including a readable sign and a house that can be entered. One problem future programmers could try to fix is the issue with animation, listed in Bugs.

Something to add to the project would be multiple screens, similar to ScrGame, accessible by moving the character through doors, portals, etc.

Also, all of the text in the game is embedded in the texture, and that’s not the best way to do things. Future programmers should attempt to change the camera or BitmapFont so that Text doesn’t have to be embedded in sprites.

My vision for the game had NPCs roaming around, giving you quests after you talked to them, similar to how the Sign works on Sign and Game screens. A class similar to Dude could be used to populate the game with NPCs.