CSE 20212 Final Project Update 2

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In the last few weeks, we have made great strides on our project. The “overworld” of our game, the area in which the player sprite moves around the world, has been completely developed and implemented in SDL. Functions have been developed to implement the linking together of the doors between various rooms in the game, as well as collision detection to prevent walking through walls, up cliffs, etc.

We’ve also put a considerable amount of work into developing the data structures used to control the behind-the-scenes aspects of our game. As we stand now, our top-level entity is a trainer class composed of six different pokemon that all inherit from a single pokemon.h class. Each pokemon will contain various data such as health, attack power, and so on, as well as a set of moves obtained from the moves.h file we are in the process of developing. Trainer classes will be declared for the player, as well as all of the NPCs fought within the game. We hope to give the player the opportunity to dynamically select the pokemon in their “party” at the beginning of the game and change their roster through random encounters, but don’t yet know if we will have the time to implement this functionality.

At this stage, the majority of what remains for us is to implement functionality for battles between the player class and the various NPCs that appear in the game. This will be controlled by a battle function in the main program that takes as its arguments two trainer classes (the player and an enemy) and initiates a battle between them, rendered in the SDL window. With time permitting, we would also like to attempt the implementation of wild pokemon encounters, but we see this as a “stretch” goal.

With only a couple of weeks left in our project, we feel confident in our progress and our ability to deliver a completed game by the end of the class.