CSE 20212 Final Project Update 3

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In the time that has passed since our last update, the project has rapidly approached a completed stage. The overworld has been cleaned somewhat for greater visual appeal, but most importantly, we have our battles as a functioning feature. This was where we first came across the greatest difficulty, getting SDL to read our inputs in the battle as separate from those in the overworld. Once this was ironed out, the rest has been predominantly a cleaning of the interfaces and then going on to implement some more features, looking into adding music and other battles as well as including endgame screens. We are also looking to add more depth to the battling, having the type effectiveness of the moves implemented as well as differentiating between physical and special attacks.

Making the battling work was really the last major hurdle in the project as we see it, and having it now gives us the two main parts we had hoped to implement going into project creation. Now it seems that our task evolves from just trying to make something playable to now making it a more enjoyable experience for the player, and giving them more to do in our world.