Stay Safe Jam

Theme: Solidarity

Idea: rouge-like inspired game.
8-bit style, zelda 1 feel-ish

Game opens to MC finding a ship in a Jungle. The computer says the ship can not take off without solidarity from at least 7 people.

Because of the disaster, everyone keeps large distances between each other.

MC must travel to find 6 people and convince them to "sign" the launch action for you.

To get people to sign, you must find, & gather the things they want.

Top Down Canal layout.
Several layers (z-index?)

blah blah
blah blah ...

tree

Sign

Player

Fence
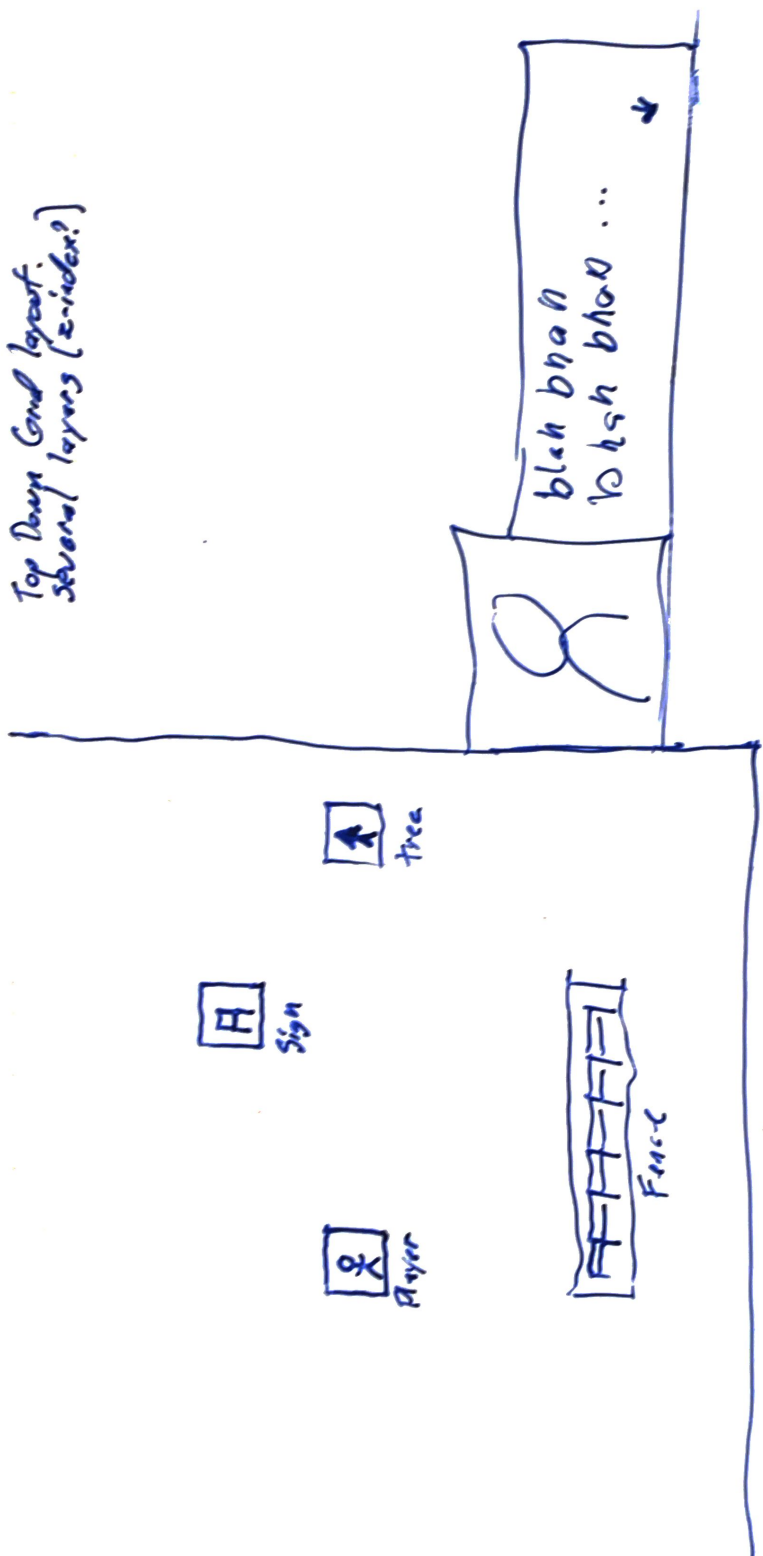
- [ ] Mile Stone **1**. Single Screen P.O.C

- [x] Render "Screen" Background layer
  - [x] Render item ~~events spawn~~ ~~layer~~ & PC
- [x] Arrow keys move PC
- [x] ~~Events~~ Collision block movement
- [ ] Sign opens dialog
- [ ] NPC
- [ ] Dialog with NPC

- [x] Render PC

- [x] PC spawn Point
- [x] PC Meta

  - [x] App Size should match Map? or smaller.
    800 x 448
    768 x 432
    1024 x 576   64 x 36
    1280 x 720
- [x] Rotate Map tiles

- [ ] Item Collision detetion opens dialog.
- [ ] Open/Close Dialog
- [ ] Dialog Sprites Container

Game State
game logic reducer
  ↳ Dispatch(Action)
  ↳ Re-Render

Render   Container - Sortable Z-Index
  ↳ BG tile map. [Sprites]
  ↳ Item tile map [sprites]
  ↳ Mob list [Sprites]
  ↳ Dialog

moveMob (sprite, x, y) → void
atPosition (x, y) → [Sprites]
dispatch
interactWith (Sprite A, Sprite B)

. Consts :
    Item, Mob, Avatar
      — tileID
      — onCollide
      — on Activate / onTrigger
      — tagList

onBlah (state, data)
mutates state

onBlah dispatches
action

Layers

- Special Effects ?
- Sky   Events
- Collission (static)
- Floor
- Background ?

Sprite Position ⟷ Grid Position

Array Index ⟷ Grid Position

- [ ] Mile Stone 3 : Dialog
  - [x] render UI
  - [x] render Text
  - [x] Action update text
  - [ ] Choices
  - [ ] Pick choice

Event Typeps

- ~~Spawn~~ Spawn
- Message
- Door
- Quest

Quest
- ~~Spawn~~ Type
  - questKey
    - talk to get/update, rebk quest
    - completeted +1 Solidarty.

- Message
  - Key
  - Avatar