**Java Based RPG**

Basic information

*Tuesday, March 4, 2025*

This java based RPG is being programmed over my time in college. Its based off of one of my favourite games as a child, Golden sun. This game will be based around the time between Golden sun: the lost age and Golden Sun: Dark dawn.

Brief overview

*Tile Maps*

*Friday, January 10, 2025*

All tile maps need to have the same format in a txt file. Will have it use a different format once the tile-map program is made.

Current Format for tiles

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Tile Width | Tile Height | Direction stop right | Direction stop left | Direction stop up | Direction stop down | Damaging | Active | File ID | Tile y | Tile x |

This format works only when the on constant in the global class matches with the tile width or height from the tile format above.

*Entities*

*Thursday, January 16, 2025*

All entities will have the same basic stats in a txt file. Will have it use a different format so a user cannot edit the file and cause the game to go out of control

Name – stats[8] – xstarting – ystarting – width – height – imagecol- imagerow

Stats

1. Health current
2. Health total
3. Magic current
4. Magic total
5. Attack
6. Physical defence
7. Magical attack
8. Magical defence

*Items*

*Friday, February 7, 2025*

All items in the class will have the same format as the tile maps and entities. The one major implementation is that the game will only load what items are on the map. This will have to have the tile map reference to load only when needed

Story overview

The game is to be cover the time between two games. Golden sun the lost age and golden sun dark dawn. Since golden sun 2 ends on where Alex is descended into the earth while on the mountain the power of alchemy is unleased on the world. Where golden sun 3 dark dawn is a started around the kids of Granet, Isaac, and Janet.

There isn’t much of a conjecture of the two so I decided to make a kind of homebrew bridge called Sliver Moon, going along with the aspect of what happened right after the release of alchemy on the world.

One major difference is all golden sun games where done as a turn based style RPG where the game I am making has a more of a real time RPG.