

HALLOWEEN HAUS

A sprite-based exploration mini-game



INTRO

Many moons ago, 28 souls
gathered at a haunted haus on
all hallow's eve ...

INTRO

- What

- Sprite-based exploration game in Javascript
- Goal is to walk around, talk to people, trade items, find hidden areas, etc
- Controls modeled after Gameboy/NES input (Arrows, A/B, Start, Select)

- Why

- Learn more JS
- Build game engine from scratch
- Commemorative project for my friends

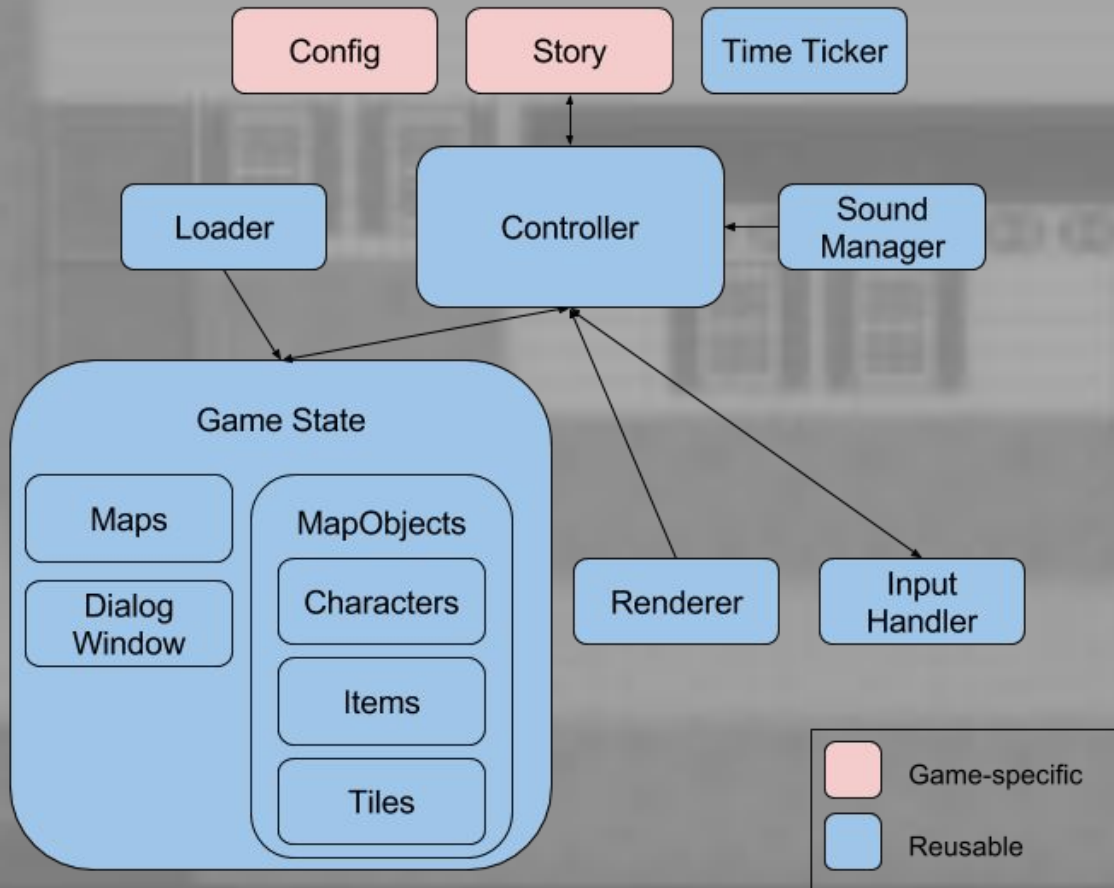


INTRO

- What's in the talk
 - Brief summary of architecture
 - Feature Highlight: Handling input
 - Next steps?
 - Demo



ARCHITECTURE



HIGHLIGHT: HANDLING INPUT

A Problem:

- Same input -> different outcome depending on the game state
- How to avoid devolving into a mass of spaghetti code `if` statements?



HIGHLIGHT: HANDLING INPUT

Solution: InputModeManager

- Maintains a queue of Modes (e.g. Map exploration, Text Dialog, Choice Dialog)
- A Mode defines its own input handling actions



HIGHLIGHT: HANDLING INPUT

Solution: InputModeManager

On input event:

1. Get the current Mode
2. Pass the input to the current Mode for Mode to handle
3. Ask the Mode whether it is finished
4. If it's finished, remove it from the queue and tell the next Mode in line to perform its initial action (e.g. add an item to the inventory)
5. If it's not finished, keep the current Mode active for the next input event.



NEXT STEPS? (SOME DAY...)

- Refactor with standard game engine practices (e.g. Entity Component Model)
- Import/export saved state
- Decouple engine vs. game specific code **EVEN MORE!**
- Debug mode/cheat codes
- etc.

DEMO