ADVENTURE GAME CREATOR

Data-Driven

Data created by user-customised screens through drag-drop interface.

Step 1 in the process:

Game Editor

User can drag/drop objects on-screen to create an adventure game structure.

The structure includes location descriptions, obstacles. exits, puzzles, permanent objects and portable objects, inventory of items, state of play for saved games.

Step 2 in the process:

Data is saved in a database as metadata.

Step 3 in the process:

Data is read from the database and converted to content by PP scripts

The PHP scripts create the game locations and manage the state of objects during play such as the inventory and the state of open/closed doors etc.

Game play is online (browser-based) on multiple platforms such as portable devices (smart phones, tablets), PC's and Macs.

The DATABASE

This is to be designed to allow PHP scripts to read the data and to create (in a browser) the Locations (with descriptions), Visible Exits, Visible Objects (permanent and portable), whether doors are open or closed, whether obstacles are in place or have been removed, and whether puzzles and mini-games have been solved. A table for each of these with foreign key links to each other.

The rules of each location determine whether the player can proceed to another location, and which items the player can take there. The table-data affected by these rules is what will be saved when the player saves game progress and re-loaded when a game is restored to continue playing.