Digital Interactive Experience

Lecture 4

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Course Schedule

Lecture 1: Introduction, Misc., PyGame, Scene I, Character I (Player Basics)

Lecture 2: Git, OOP, Scene II

Lecture 3: Scene II (cont'd), Character II (Player, NPC), UI I

Lecture 4: UI I (cont'd), Art, Turn-based Combat System

Course Schedule

Lecture 5: Turn-based Combat System (cont'd), Game Development I, Scene III

Lecture 6: Character III (Resources), Gameplay

Lecture 7: TBA

Lecture 8: TBA

Check

At 2024.1.2 23:59, we will pull your repository and inspect your current progress. This won't affect your final score, but if your progress is excessively slow, we may communicate with you to ask if you need any help.

Check

Your repository must include a README.md at the root directory (outermost) containing the names and email addresses of all three members. Briefly introduce what type of game you intend to create, and outline the functionalities you may need to implement to achieve this. It's advisable to provide detailed descriptions to assist in thinking about your project from now on. Try to avoid piling up all tasks until the final deadline.

Triggers

Firstly, the initiation of an interaction should meet certain conditions. Here, what we are demonstrating is that when the player approaches the NPC, the interaction will automatically trigger.

A Simple Dialog Box

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However, as a game, we need to display what NPCs say in the form of text. We need a dialog box.

Layers

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For example, the tilemap is the bottom layer, players, NPCs, and obstacles are the middle layer, and the dialogue box is the top layer. Currently, our game involves only these three layers.

I am stealing now.

"Good artists copy, great artists steal."

Please refer to 'how_to_steal.pdf'.

Nothing New

Building a monster and constructing an NPC for dialogue can be quite similar.

Attributes for Battles

In preparation for this battle, both the player and the monster must possess certain attributes, such as health points (HP), attack, defense, and so on.

Battle Begins!

Next, you need to implement a real battle interface. We can start by creating a Battle Box similar to the Dialog Box.

You need to display two characters in the Battle Box and be prepared to update their attributes in real-time, especially HP.

Battle in Progress

In one round, the battle is composed of two parts: playing the attack animation and calculating changes in attributes.

Battle Ends...

If either the player's or the monster's HP drops to 0, the battle will come to an end. In the case of the player's victory, the defeated monster should disappear from the map.