Lantern Game

GAM200 Technical Specification

Sophomore Game Project

Fall 2023

Team Vyv

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| --- | --- |
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# **Architecture Overview**

(minor header)

(big list)

# **Graphics Overview**

**Graphics API:** *(name and version)*

*(insert pipline table, see sample)*

**Image Loading:** *(modify if needed)*

**Animations:**

**Particle System:**

# **Physics Overview**

## *Subsystem 1 (Kinematics for example)*

## *Subsystem 2 (Collision for example)*

For Collision, we are using AABB collision. We decided to go for AABB method because our game is tile-based, with 6 pixels per square. Since our game is already a map of squares, using AABB is the most feasible for our case. Every object has a behavior that corresponds to a reaction. If it collides with something, depending on what the collided object is, a certain response will occur. For example, if the player collides with an object that is considered a “wall”, it will stop moving. AABB checks the min.x, min.y, max.x and max.y of the objects colliding. If player’s max.x is greater than the wall’s min.x, it means that it is colliding to the wall, on the right. If player’s min.x is smaller than the wall’s max.x, it is colliding to the left. The same goes for the y-axis.

# **Player Controls**

Utilizing SDL2, the Inputs class handles and manages various keyboard and mouse inputs. It follows the Singleton design pattern as only one instance exists at any given time and can be considered to be a part of the Observer design pattern as it handles and dispatches input events. It is designed to accommodate a single player experience.

**Input Manager:** SDL2 Manages keyboard and mouse events.

# **Behavior**

**Any Specific Components (ie player):**

**(see sample for more deets)**

## **Debugging**

**ImGUI:** Windowed panels display live information of inputs.

**Assertions:** Asserts are implemented within all core systems with proper error checking and logging to verify everything runs smoothly within the underlying engine.

**Console and File Logging:** Both console and file logging can be utilized and customized to display any needed information.

# **Coding Methods**

**File Naming Conventions:**

**Code Naming Conventions:**

**Styling:**

**Guidelines:**

**Patterns:**

# **Version Control**

**Git:**

**SVN:**

# **Tools**

**Libraries**

**Other Tools (valgrind, cmake, etc)**

# **Editor Implementation**

**In-Game Value Editing:** Input values are monitored. In the future, the editor will be able to track the states and specific values of entities, and will allow for live editing of said specific features for debugging purposes.

# **Scripting Languages**

Scripting will be written in C++, as the engine is currently constructed using the same language. No other languages will be required for this project.

# **Technical Risks**

**TYLER THIS IS YOU BRO**

# Appendices

## Appendix A: Art Requirements

Describe the requirements for all art assets used in the game, including file naming conventions, file format(s), and anything else needed to create the assets.

Describe the process by which new art assets will be incorporated into the game (AKA “art pipeline”). Note, for teams with BFA students, this process ***cannot*** require the intervention of a programmer after Week 6 of the semester.

Describe the source or sources of all the art in your game (programmer art, DigiPen libraries, BFA students, etc.). Remember that you must create all your own art (or use DigiPen libraries). You cannot use your friends, family members, public domain material, etc. You can use art from other students not on your team (but you must give them credit). You can never use outside artists at all.

## Appendix B: Audio Requirements

Our Audio Engine is using Low-Level FMOD. We have created a folder in Assets that is sorely for audio. In the folder, there are 3 different folders, all for different purposes. We have the Music folder, SFX folder and Voice-over. Music is for all the background music, that will be looping until we decided to stop it. SFX are for sound effects like footsteps and interactions. Voice-over is for character voice which we might add in GAM250. All the 3 folders will be loaded into the engine separately. They are in ogg file format rather than mp3 because of the smaller file size and better sound quality. Our audios are sourced from the DigiPen libraries, converted to ogg.

For all the audio assets, we will parse them into the engine with just one line of code for each audio. For example, if we want to parse in the footsteps sound, we just need to type AudioManager::LoadSFX(“footsteps.ogg”) in the initialization function. As footsteps is an SFX and in the SFX folder, we must call the SFX load function. If the audio is music, the function will be AudioManager::LoadMusic(“music.ogg”). As long as the audios are in the right folders, the AudioManager will be able to find them. Next, to play the sounds, we just have to call AudioManager::Play\_\_\_(“name.ogg”), depending on what type of sound we want to play.

Essentially, there are 3 channels: Music, SFX and Voice. Each channel will play its sound individually, meaning that we can play music and SFX at the same time. Next, there is a stop function, to stop the audio from playing in their respective channels. Lastly, we have a function to set the volume of the audio and increasing/decreasing of volume for audio. It can be used to set the volume in the setting menu when we implement that in GAM250.

Load()->Play()->Stop()

We are using the sources from DigiPen Library, in mp3 format and converting them into ogg format to be used in our game. We have the background noise in a forest environment with dripping of water occasionally. We also chose 9thSense by Sazonoff as the background music because of the instruments and choir. We tweaked it to be of a lowest volume as possible so that players will not be distracted by the music as it is supposed to be a background noise.