

Troll Game: The Official Developers Insider

Release 1: Knivier - 5/30/2024

Info

Troll Game is an easy game to master, since RNG is primary in the game. However if choose to modify the game, you can (adhering to the license provided in the GitHub with the corresponding version). This guide will show past versioning info and break down the hierarchy for file systems and game code. It's recommended to understand the content in this (or poke around at game files for a couple hours, your pick) before modding the game.

Moddability and backward compatibility is always a weakness with Troll Game. However, version 4 is currently the LTS version and highest recommended for all modding. I recommend using IntelliJ for most code, but you can always unpack the Jar file inside of BlueJ. VS Code is NOT recommended for this game.

Versioning Info

Troll game uses a more simple version of semantic versioning. It's less descriptive and can be difficult to navigate at times, but you don't need to in the first place. Always run the latest version and always mod the latest version (v4.4 as of 4/31).

You can see the history of versions [here](#). You may notice that previous series had significantly less content, and that's because they were quick updates that weren't aimed for content, just major bug fixes and game overlay overhauls. These updates set the setting for the v4 LTS series, which aims to bring more useful content and further improve the reliability of everything.

v1 Upload
01/21/2024

- Base Update
- Prechecked to run without bugs
- Versions: V1.0, V1.1

v2 Series
01/22/2024

- Overhaul Update to base
- Bug fixes on user end for better input readability
- Versions: V2.0

v3 Series -
"Minor Mods"
01/22-01/26
(2024)

- Bug fixes, better shop interaction, cleanup
- Versions: V3.0, V3.1

v4 Series -
"Hellhounds and
Adventures"
01/27-04/06 (2024,
Current)

- Introduction of hellhounds and bounty systems with win streaks
- Introduction of Adventure Mode which competes less with ranked users
- Better bug fix implementation on the user end
- Better modability for developer end
- File hierarchy revamp
- Versions: v4.0, v4.1, v4.2, v4.3, v4.4

File Hierarchy

If you take one look at the file system for the game, it can get annoying quickly. All you need to know is all modifying game code is in the “src” folder. All readable MD files are located in “readmd” which includes the README.md, CHANGELOG.md, and WARNING.md. We recommend always reading all 3 during every update for developers. Finally, the license info is in LICENSE. Always look at the license before modifying game code or redistributing it.

Do not mess with “.idea”, “out/production/trollgame”, “.gitignore”, or “trollgame.iml” files, these are important to IDE’s (Recc: IntelliJ), not the user.

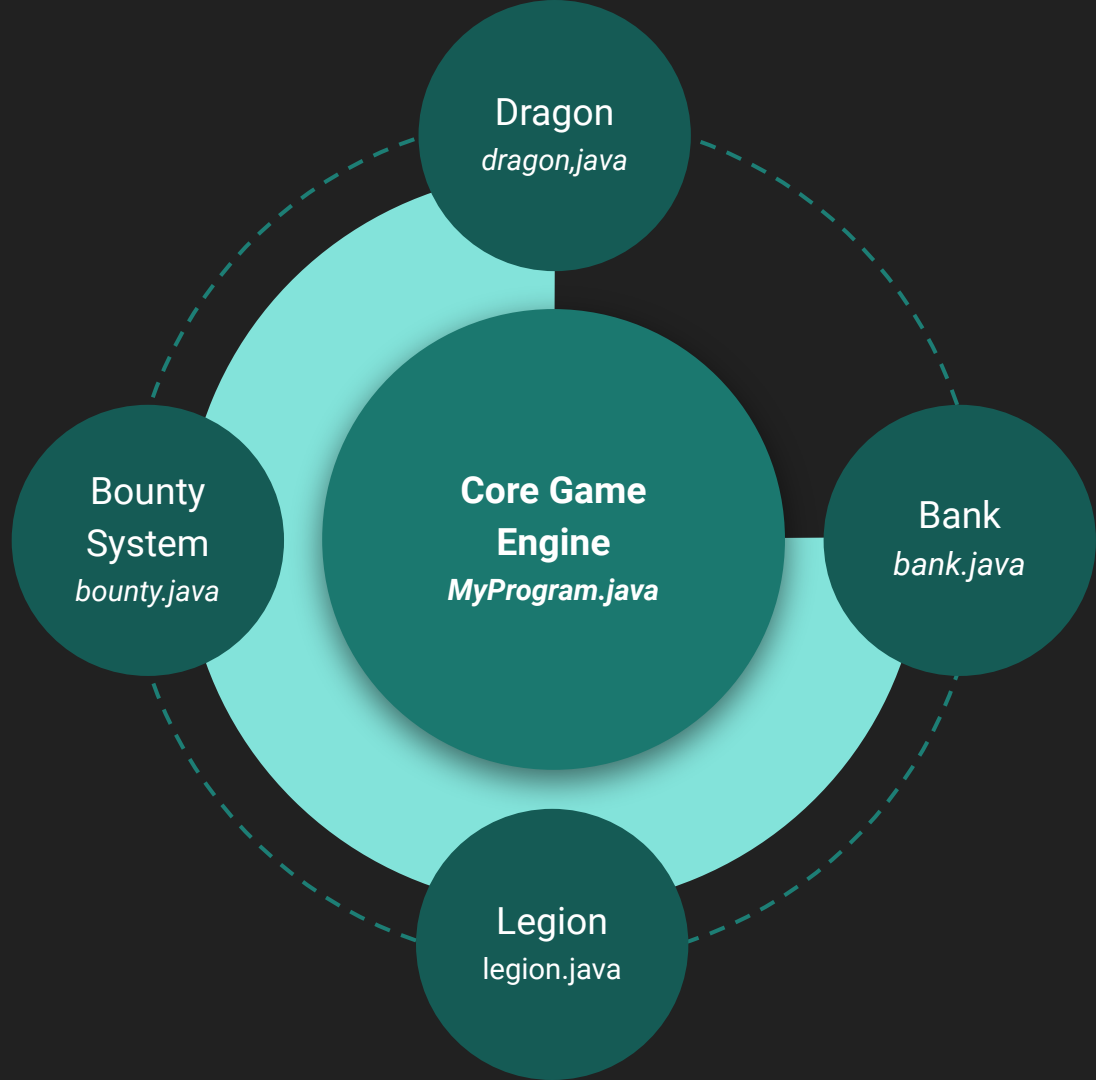
📁 .idea	v4.4-see CHANGELOG.md	last month
📁 out/production/trollgame	v4.4-see CHANGELOG.md	last month
📁 readmd	v4.4-see CHANGELOG.md	last month
📁 src	v4.4-see CHANGELOG.md	last month
📄 .gitignore	Initial commit	4 months ago
📄 LICENSE	Initial commit	4 months ago
📄 README.md	Create 1-README.md on main	last month
📄 trollgame.iml	Quality of Life Improvements	2 months ago

Game Breakdown: Hierarchy

Troll Game is comprised of 5 files as of Version 4.4. It contains:

- Bounty.java
- Bank.java
- Dragon.java
- Legion.java
- MyProgram.java

The core game is ran through MyProgram, which is the game's main file. It connects independently to all the other classes without links inbetween. The engine contains a main method where the game is ran. This is the place where the architecture of the game can be changed.



The Core Engine



The core game engine starts with asking inputs for game initialisation, including mode, difficulty settings, days and more. The game loop starts afterwards with 3 main components:

- Opening a new battle
(openBattle(params))
- Opening the shop after the battle
(openShop(params))
- Analyzing streak and mode for bounty swap
(openBounty(params))

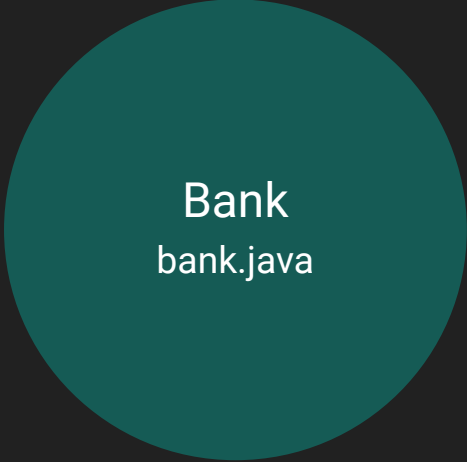
For customization, the game engine can be difficult to navigate which is why it's not recommended to start initially modding with.

The Legion



Troll Game is a relatively easy game to start modding, and the quickest ways to mod a game is through the classes. The Legion class contains the number of soldiers in a legion (set: private) and contains getter/setters with a toString method.

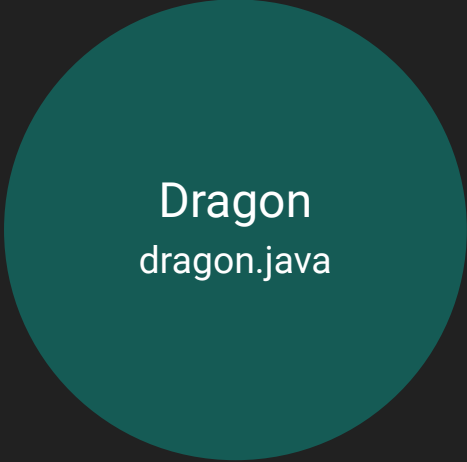
The Bank



Bank
bank.java

The bank class holds many more attributes. It holds the amount of money the player has, and the number of banking workers the player has as well. The more bankers, the higher prices are when winning a battle. Finally, a `winBonus` variable is instantiated which is automatically recalculated upon every banking action (transaction or deposit or worker addition).

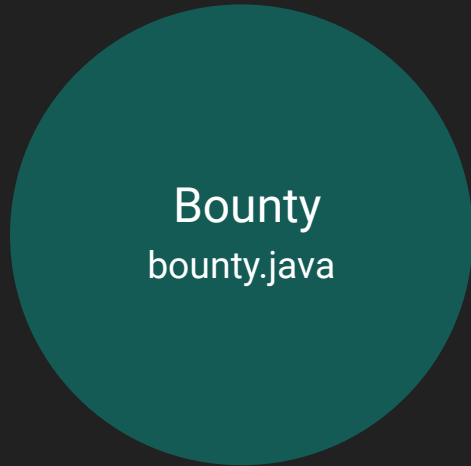
The Legion



Dragon
dragon.java

Instantiated as “archie” in the main class, dragon contains health and a lifestat boolean. It has basic setters and getters, but these attributes and methods are currently deprecated and not in use. Later versions plan to use them in adventure mode only.

The Bounty System



The bounty class is the most modernized and stable aspect of the game. It has a boolean indicating if a bounty is active or not, and has an integer for hound health. You can calculate hound health from inputting the number of soldiers as an integer using a random formula. The minimum health is 5.

Final Overview

The TLDR of everything

1. Always use the latest version of the game (v4.4 as of 4/31)
2. Familiarize yourself with the file hierarchy
3. Choose which IDE to use for best. Unpack the Jar using BlueJ or have the best editing support via IntelliJ
4. The game runs on a main engine with 4 subclasses for different attributes.
5. Subclasses are the easiest to modify.