

Hello,

So, the general design “philosophy” I had was to have a main file (MainVariables) that contains all the info relative to gameplay. Only one exists, so that whenever it is accessed/changed, you know it is correct. It also has no references to other objects

In all likelihood, the majority of the code you will be working on will be in the ActionSpecificsScript file. This is the file that determines what appears on the popup window when an action is taken, and secondly the actual effects of said actions. It is predominantly a bunch of case-switch statements. One thing on my agenda to change was that certain actions required an input field; removing as much of those as possible would be helpful (and also certain minigames add PU decreases instead of multiplying it). The other code files are mostly bug tested; this one is not.

Some other things I found to add after I initially wrote this: There are a few variables, namely Cap Durations, Empowered Durations, and Empowered Amounts, that are not visible to/editable by the GM; please find a way to do this (you can get rid of stat 2 and 3 if needed). Also, there is a bonus reduction added onto the first few reveal actions depending on their severity; this is not coded in at the moment. Finally, a more streamlined way to exit the game would be nice.

Feel free to add code files/objects however you see fit, especially for tabs that are empty. Other ideas I had were randomly generated map/graph, and an undo button. Feel free to expose more variables to the GM if they make sense. The interface could also use some “this is the player’s view” or a tutorial for new players. Data saving and loading could also be more streamlined, and it would probably be helpful to make an external program to interpret the CSV files.

There is also a lot of text that needs to be updated; it is in various locations, but I trust you are capable of finding it (most are in similar places). I hope my comments are helpful in this regard; I didn’t initially have any structured commenting style, but I tried to make things as straightforward as possible. I also left some of my old commented out code in, because who knows, it may be useful.

Other files should be self-explanatory (I’ll comment a bit extra in places just in case). Most of them are attached to objects on the GM’s canvas. Also, make sure to update the version number. If you have any questions, email me at wilkea2@rpi.edu or andrewtwilkerson2001@gmail.com .

Heres a bullet list of bugs I wanted to look for if I had the time:

- Make sure cancel button always works
- Go over EVERY variable and make sure it is properly updated by each action
- Make sure phases update properly
- Make sure there’s always a default option for actions
- Make sure stuff can’t decrease, such a graph reveals
- Make sure all text is the same color and readable

- Empowers only apply to base actions and nothing else
- Do a CFG for each action code to determine each choice is different
- “Add AP from another role” does not check if that role HAS that AP available sometimes, esp when it’s double dipping
- Make sure action input field only appears when there’s at least one button available
- Make sure all variables stay within reasonable bounds, esp CHM values as extreme ones go over the edge
- Make sure any time a red/green text box has its color set, the color can be un-set
- Make sure I’m correct WHENEVER there’s phase/subphase/game wording
- Make sure add-ap enhancement always takes away corresponding AP, but only when the corresponding button is pushed
- Make sure I didn’t accidentally add prerequisites
- Make sure all weird double variables (cap durations, empowered amounts) behave properly when gm edits them.
- Input field shouldn’t appear on actions it doesn’t even need to be there for
- There’s a small miscoloring on bar graph images due to sprite cutoffs, just make it a solid image by removing the sprite and changing color
- Stuff like the “turn taken” display don’t update properly when loading new data

I know that some portions of my code are icky, I was low on time and did what worked (fortunately these will probably not be what you’re focusing on). Again, let me know if you have any questions, or if you’d like to call to discuss anything.

-Andrew Wilkerson