Documentation

Part 1: Game Manual

- Title of the Game: "Type Ko 'To"
- Genre: Platform Game
- Game Description:

Type Ko 'To is a platforming video game based on Doodle Jump, Papijump and Typing Master. The goal of this game is to guide the playing character on a never-ending series of platforms without the bottom of the screen reaching the character. Players should type in order of the words that correspond to each of the platforms that will appear. The longer the player plays the game; more letters appear per word on each platform and the faster the pace will be, thus increasing its difficulty. The game ends if the bottom of the screen reaches the playing character.

- How to play the Game:

Unlike Doodle Jump's gameplay on which player should tilt the device to move on one platform onto another or in other cases, it uses arrow keys, Type Ko 'To's gameplay includes typing letters or words to move from one platform onto another. If the player types the next letter or word incorrectly, the screen erases what the player has typed and the player has to type the word again correctly as the bottom of the screen continuously approaches the playing character.  The player should strictly type the letters or words in order of its appearance. It will be considered wrong if the player types in the letters/word from another platform which is not the closest to it, even if there is a similar word/letter from the other platforms.

- The goal of the game and how it ends:

The only goal of this game is to not let the bottom of the screen reach the playing character while continuously earning points. The game ends when the bottom of the screen touches the character, thus stopping the current game and showing the total points the player has earned.

- List of Game Features:
    A. The point scoring: Every second of the game will add points to score of the player. Every letter or word the player types correctly, it will also add points to score of the player.
    B. Power-ups: Power-ups randomly appear during the game. The power-ups are:
        - 2X (every points while playing the game will be doubled)
        - Slow (will slow the pace of the game for a period of time)
        - +10,000 (adds 10,000 points to the score of the player)
    C. Theme of the Game: The player may choose from 4 different places which determine the theme of the game.
    D. Music of the Game: The player may choose from a given set of songs that plays as the background music while the player plays the game. (currently has 6 songs to choose from)
    E. Characters of the Game: The player may choose from a pool of characters which he/she wants to play with. (currently has 6 characters to choose from)
    F. Top-Scoring List: There will be a list of the top 10 highest scorers of the game.
    G. Play Again: The player is allowed to play the game again and try to beat the highest score if he/she loses the game.
    H. Trivia: The game includes a feature wherein the player may select this at the home screen which gives definitions of some lesser known words.
    I. Word for You: The game includes a feature which gives the player a random word that will or may describe him/her.
    J. Who are You: A game feature which describes the player based on the scores he/she gets.

Part 2: Code Documentation

Overall, all functions are grouped in a class named "TheGame". The reason why we did that is for us to enable of playing again. At first, we will call TheGame().introGame(). If the player dies, then we will call TheGame().run() (for the game to restart again)

The functions used are:

Class TheGame():

All functions will be put here.

def __init__(self):

It will initialize all the necessary files or other things that will be needed in the game. It includes the initialization of the variables needed and the colors too. It will also load all the files (images and music).

scoreOnScreen(self,message, color,xPos,yPos,size = "small"):

It will display the score on the screen. The message will be the score of the player. The color is the color of the text. XPos and yPos are the position of the text. And size will be small.

charPlayer(self):

It will add the character on the display.

PlatDraw(self):

It will add the platforms that will appear on the display.

FirstPlat(self):

The first position of the platform will be based here.

GeneratePlat(self):

It will generate the coordinates of the position of the platform.

TextObj

The size, color and what style of font on the messageOnScreen will be based here.

MessageOnScreen(self,message, color,y_displace = 0,size = "small"):

It automatically placed a message on the middle. But with the help of y_displace, it may adjust the position of it.

textOnPlat(self, color):     It will place the words on the vocab below the platforms.

BACKARROW KEY:

TextArrow(self):

It will blit the text, "BACK", on the screen.

buttonArrow(self, where = None):

It will go back to the previous page. The where will dictates where it will be.


textToButton(self, message, buttonx, buttony, buttonwidth, buttonheight, textx, texty):

It will place the text on top of the buttons. Button and buttony will be the coordinates of the buttons while the buttonwidth and buttonheight will dictates its area. Textx and texty will tell where the text will be.


All the functions with 'button' displays a button on screen then it also leads to other page of the game by simply clicking. It has 10 parameters. It composes of the place of the button, its area, the place of the text, the inactive and active color of the button, and its action.

SETIINGS:

buttonSettings(self, message, buttonx, buttony, buttonwidth, buttonheight, textx, texty, darkercolor, lightcolor, action = None):

def charButtonSettings(self, message, buttonx, buttony, buttonwidth, buttonheight, textx, texty, darkercolor, lightcolor, action = None):

charGame(self):

It let the player to choose its character.

def placeButtonSettings(self, message, buttonx, buttony, buttonwidth, buttonheight, textx, texty, darkercolor, lightcolor, action = None):

placeGame:

It let the player to choose its place.

def musicButtonSettings(self, message, buttonx, buttony, buttonwidth, buttonheight, textx, texty, darkercolor, lightcolor, action = None):

musicGame:

It let the player to customize its sound while playing.

SettingsGame():

It let the player to customize the game.

HELP:

def buttonHelp(self, message, buttonx, buttony, buttonwidth, buttonheight, textx, texty, darkercolor, lightcolor, action = None):

howToPlay(self):

It displays all the rules of the game.

AboutPlay(self):

It displays all facts related to the game.

HelpGame(self):

Tells the player about the facts of the game and also on how to play the game.

FOR YOU:

WordForYou(self):

It tells a random adjective word to the player that may or may not describe him/her.

buttonForYou(self, message, buttonx, buttony, buttonwidth, buttonheight, textx, texty, darkercolor, lightcolor, action = None):

forYouGame(self):

It is the menu for the 'Word For You'.

TRIVIA:

WordTrivia:

It defines a lesser known words to the player.

buttonTrivia(self, message, buttonx, buttony, buttonwidth, buttonheight, textx, texty, darkercolor, lightcolor, action = None):

triviaGame

It is the menu of the 'Trivia'.

PLAY:

buttonOver(self, message, buttonx, buttony, buttonwidth, buttonheight, textx, texty, darkercolor, lightcolor, action = None):

overMenu(self):

This menu will show up if it is game over.

OverGame(self):

It will display the player's score, and will also ask the name of the player for the leading scorers.

Leaderboard(self):

It shows the top ten leading scorers.

Run(self):

This is the function for the gameplay of 'Type ko 'to'.

Intro:

buttonIntro(self, message, buttonx, buttony, buttonwidth, buttonheight, textx, texty, darkercolor, lightcolor, action = None):

introGame(self):

It is the main menu of the game. It will first show up when the game starts.

Part 3: Team Contributions and Journal

The team has started researching for some ideas and features of the game during the first few days. Christian is in charge of setting up the codes needed for the game to work as well as its features and game interface including the music of the game. Gidanz has been given the task to provide all the words needed to play the game(words that appear on the platform, unfamiliar words, and adjectives to describe the player), search for characters of the game, create the MP2 Documentation, and provide the feedback form to possible testers of the game.

The code of the game was altered every day to create the base of the game, test for bugs, and correct the errors to make the game better and enjoyable for the players. Most of the problem encountered during coding is about its game algorithm, the button event, leaderboard and the text user input display. Although there were errors and flaws, the team managed to fixed it and provide a game with the best of their capabilities.

Part 4: MP2 Sources

RapidTables: RGB Color Codes Chart

http://www.rapidtables.com/web/color/RGB_Color.htm

city.jpg

Rick Marin Site: Background Art for Animation Project

http://rickmarinanimations.blogspot.com/2013/07/background-art-for-animation-project.html


typewriter.png

Dreamstime: Vintage Typewriter

http://thumbs.dreamstime.com/z/vintage-typewriter-15925362.jpg


library.jpg

https://kasiafrackowiak.files.wordpress.com/2013/08/11-biblioteka5smal.jpg


place1.png

Gamedev Stackexchange

http://gamedev.stackexchange.com/questions/24622/how-are-non-repetitive-pixel-backgrounds-created-in-2d-games-e-g-superbrothe


platform1.png

Phaser

http://phaser.io/tutorials/coding-tips-003


questionmark.jpg

http://alliancenorthwest.org/wp-content/uploads/2013/10/8364797-question-marks-of-different-colors-drawn-on-a-white-background-Stock-Photo.jpg

forYou.jpeg

http://wallpapercraze.com/images/wallpapers/caughtredhanded-816164.jpeg


settings.jpg

http://wallpaper.zone/img/4848458.jpg


A Prophecy by Asking Alexandria

Worsnop, Danny, Ben Bruce, and James Cassels. A Prophecy. Asking Alexandria. Joey Sturgis, 2009. MP3.


Freezing Moon by Mayhem (Live in Leipzig)

https://www.youtube.com/watch?v=iNnlhaGmr30


Sonic 2 - Chemical Plant Zone [NSF (Classical)]

https://www.youtube.com/watch?v=4-mu5V5q-Mo&index=2&list=PLzjkiYUjXuevVG0fTOX4GCTzbU0ooHQ-O


Jason Mraz - I won't Give Up - Jun Sung Ahn Violin Cover

https://www.youtube.com/watch?v=B9KFAT7ctxU


Miserable At Best – Mayday Parade

Lancanster, Jason. Miserable at Best. Mayday Parade. 2007. MP3.