Pufferfish Games: Grid System

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Stardew Valley

- 2D, Top-Down Farm/Life Simulation RPG
 - Plant crops
 - Forage for items
 - Care for your animals
 - Mine for ore and fight monsters
 - Talk to the townspeople
 - Complete quests



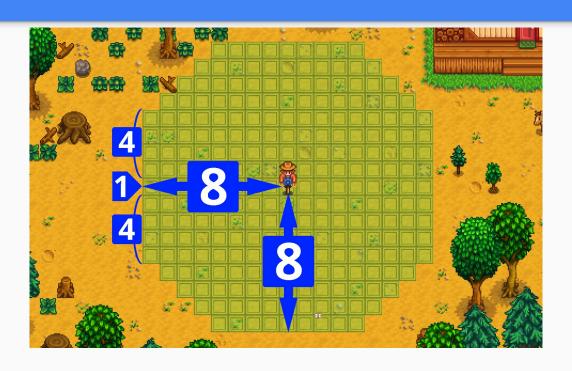


Missing Functionality: Grid System

- Grid Based Movement/Placement of Objects
- Developers
 - Can create a grid of a certain size
 - Can lock objects to a specified grid
- Players
 - Move objects on the grid
 - Cannot move grid-locked objects in between or out of grid cells
- Other Games: Pokemon, Fire Emblem, Battleship



Grid System



Integration with our Game Engine

- Grids class
 - initialize
 - update
 - lockObject
 - unlockObject
- Initialize the number of grids in a screen (in width/height)
- Locking a GridObject adds it to an array in the Grid that limits movement
- Fill corresponding grids with a locked GridObject
- Collision detection made easier for grid-locked objects

Integration with our Game Engine

- GridObject class
 - o initialize
 - update
 - collider
- Initialize a object with a image and size (in width/height)
- Each object has its collider
- Location is determined when it's locked in Grid Class

Questions?