

Pufferfish Games: Grid System

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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



Progress on Grid System API

Grid Class

- Changed to using cell width/height rather than basing size on Camera
- Added an Xform to the Grid to allow for manipulation and position changes
- Added setter for Grid line color and toggling drawing of the Grid

GridObject Class

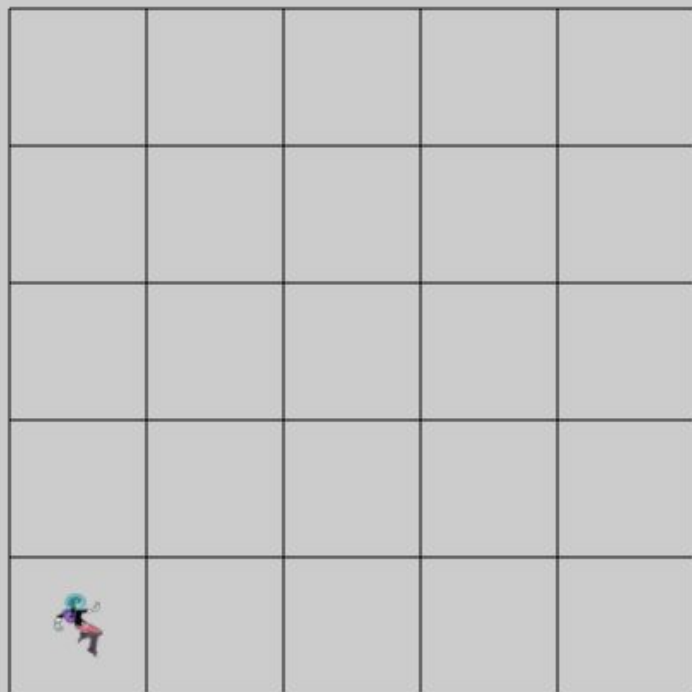
- Changed to accept a GameObject now
- Thinking of having a separate GridObject Bounding Box for collisions

Current Progress

- Grid almost fully implemented, missing movement updates in `update()`
- Base of GridObject implemented, still need to work on movement, gridlock and various methods

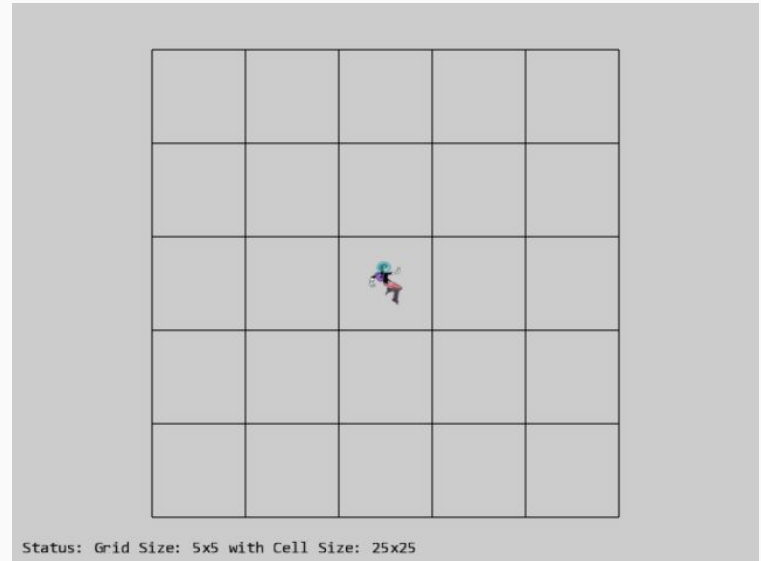
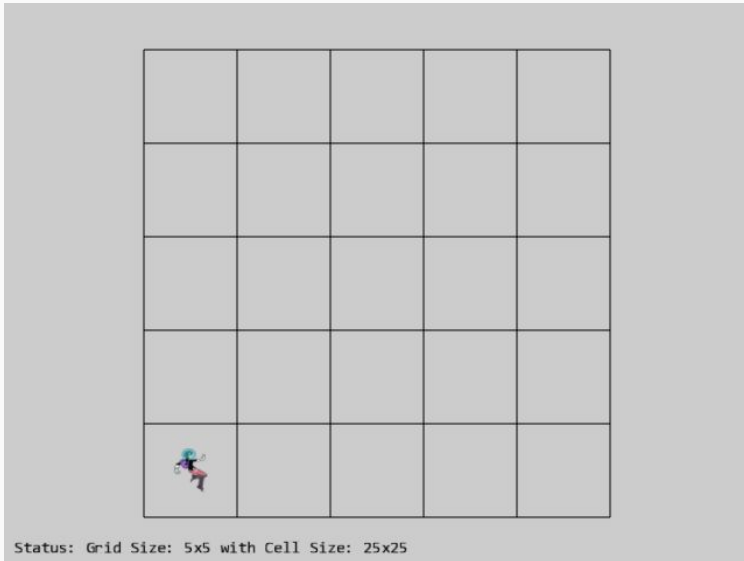
Examples

```
this.mGrid = new Grid(5, 5, 25, 25);  
  
this.mHero = new Hero(this.kMinionSprite, 35, 50);  
this.mHero = new GridObject(this.mHero, this.mGrid, 0, 0, 1, 1, true);
```



Status: Grid Size: 5x5 with Cell Size: 25x25


```
Grid this.mGrid = new Grid(5, 5, 25, 25)
GameObject this.mHero = [...]
GridObject this.mHero = new GridObject(this.mHero, this.mGrid, 1, 1, 1, 1, false)
obj.getPos() // returns 0, 0
obj.setPos(2, 2) // returns true, slot unoccupied
obj.getPos(obj) // returns 2, 2
map.getObjCell(2, 2) // returns reference of obj
map.getObjCell(0, 0) // returns undefined
```



Questions?