Soul - Game Pseudocode and Documentation

I scrapped turn based combat for more of a time gated clicker game because of scoping and time

removed the multiple rooms for scoping issues

Game Reset()
- This causes the game to go back to title screen
- Turn master array to 0
- Set Dungeon array to original value
- set all text order array to 0 (not interacted with)
- Set turn order for boss to 0 (not interacted with)
- set boss HP back to full
- Set chests and traps arrays to 0 (not interacted with)
- set player HP back to full
- set all player stat variables back to original state (before buffs)

Setup
- Set canvas size to 900x900
- Initialize variables and values for said variables
- Set Booleans to false or true
- Initialize game reset variables
- Initialize arrays needed for the game

Booleans
Floats / Ints
- Set to true or false depending on the purpose
- Set initial value for each
- set all movement Booleans to false
- Set values for movement
- Set values for sprint

Master array
dungeon array
combat array
- set indexes
- create set of dungeon tiles
- create random mappings
- set turn orders
- set final index as auto lose
- set different dmg for each move

Player class
- draw player using PImage
- have Healthbar with hp variable
- Array for walking animation
- movement code
- array for sprinting animation

create class
- randomize whats inside with array and random
- add number = buff
- even = dmg

draw ()
- If statements for Movement
- Increase values of x and y accordingly
- If statements to check for array states

keyPressed()
- change booleans to true

- check master array
  - if 0 display title screen
  - if 2 display battle screen
  - if 4 display menu
  - if 1 display main scene
  - if 3 game over screen
- check dungeon array
  - display random floors if index between 1-5
  - index 6 is boss room
- Check each floors text state array
- check Battle array
  - add number equals player turn
  - even number is boss turn
  - deal dmg during it
  - take dmg during it
  - Display battle screen
  - if boss hp zero
  - if index < 20
  - if hp zero
- if interaction boolean = true
- if 5 display win screen

Boss class
- Draw boss using PImage
- have PImage for attacks set to array and randomize each