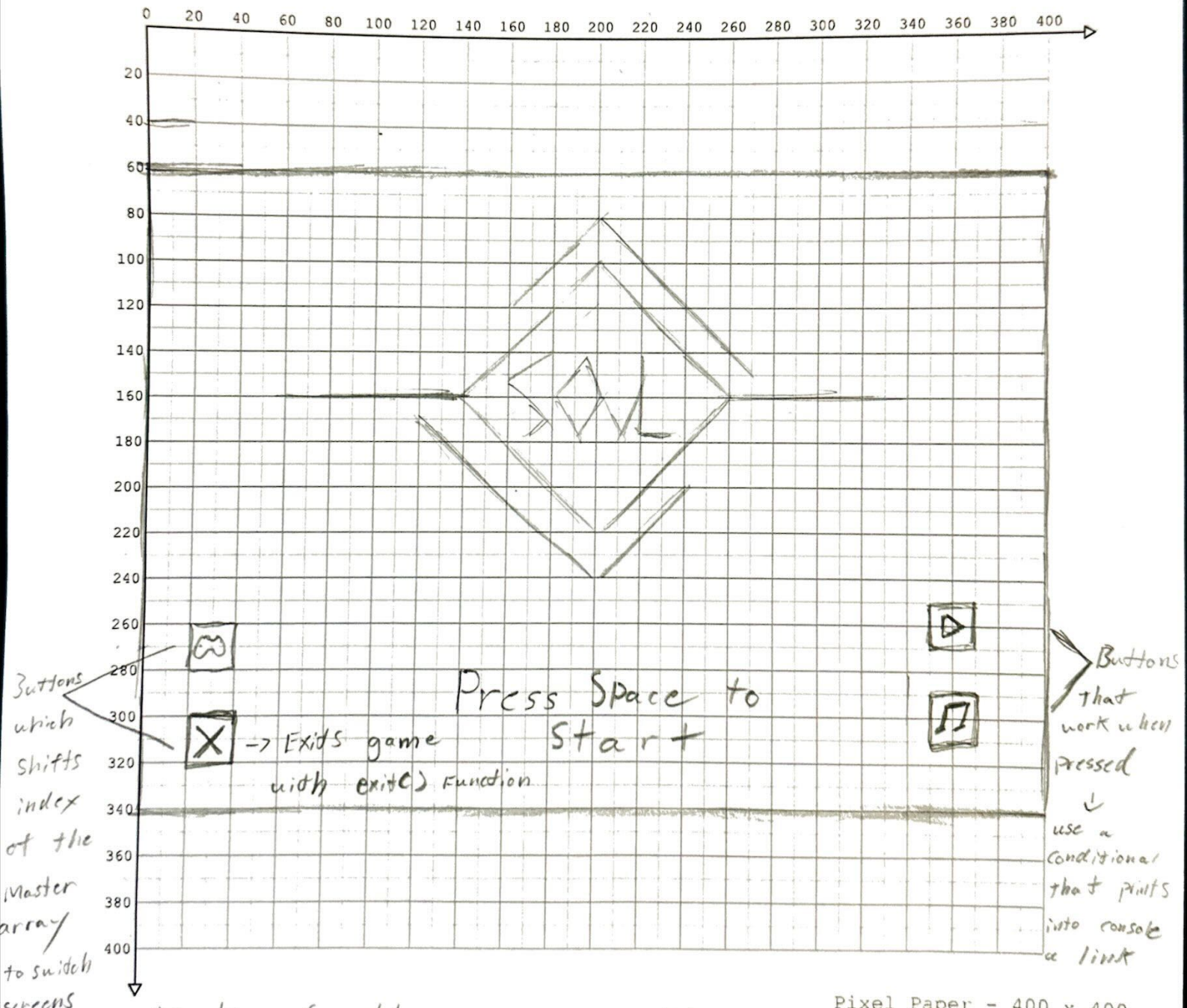
Actual aspect ratio for project is 900;600 / 3:2

Sides will have more Blank space

Title Screen

400;260 is closest I can reach accurate ratio.

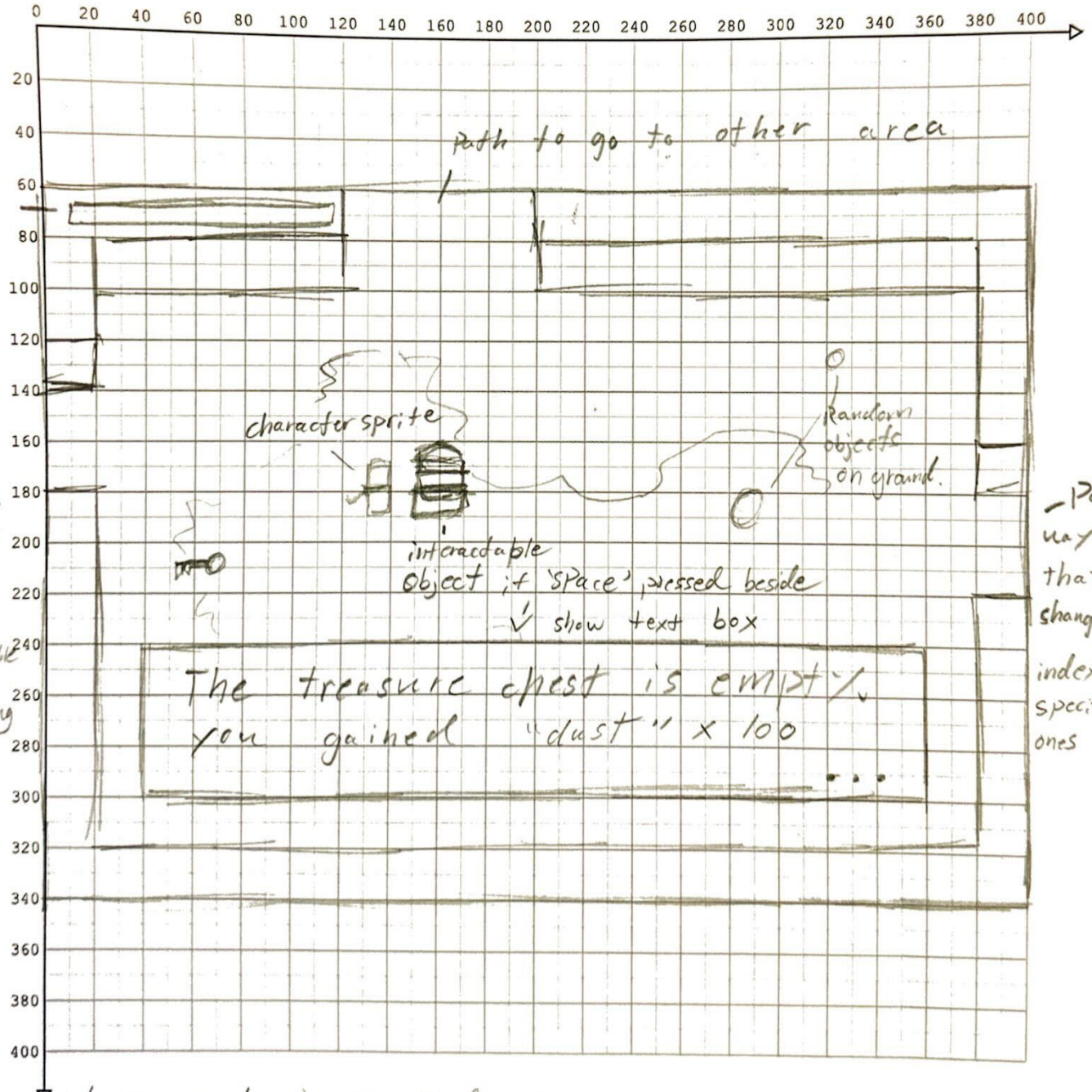


Pixel Paper - 400 x 400
Graph Paper for Screen Coordinates

Most of the screen will be using a PImage to make life easier.

The only code that needs to be done is making workable buttons using if statments and variables.

Main overworld : Includes small snip of dialouge and interaction



-Hp bar which Reduces based off Hp.
↓
This can be achieved with mainly a variable for HP and using it for width.

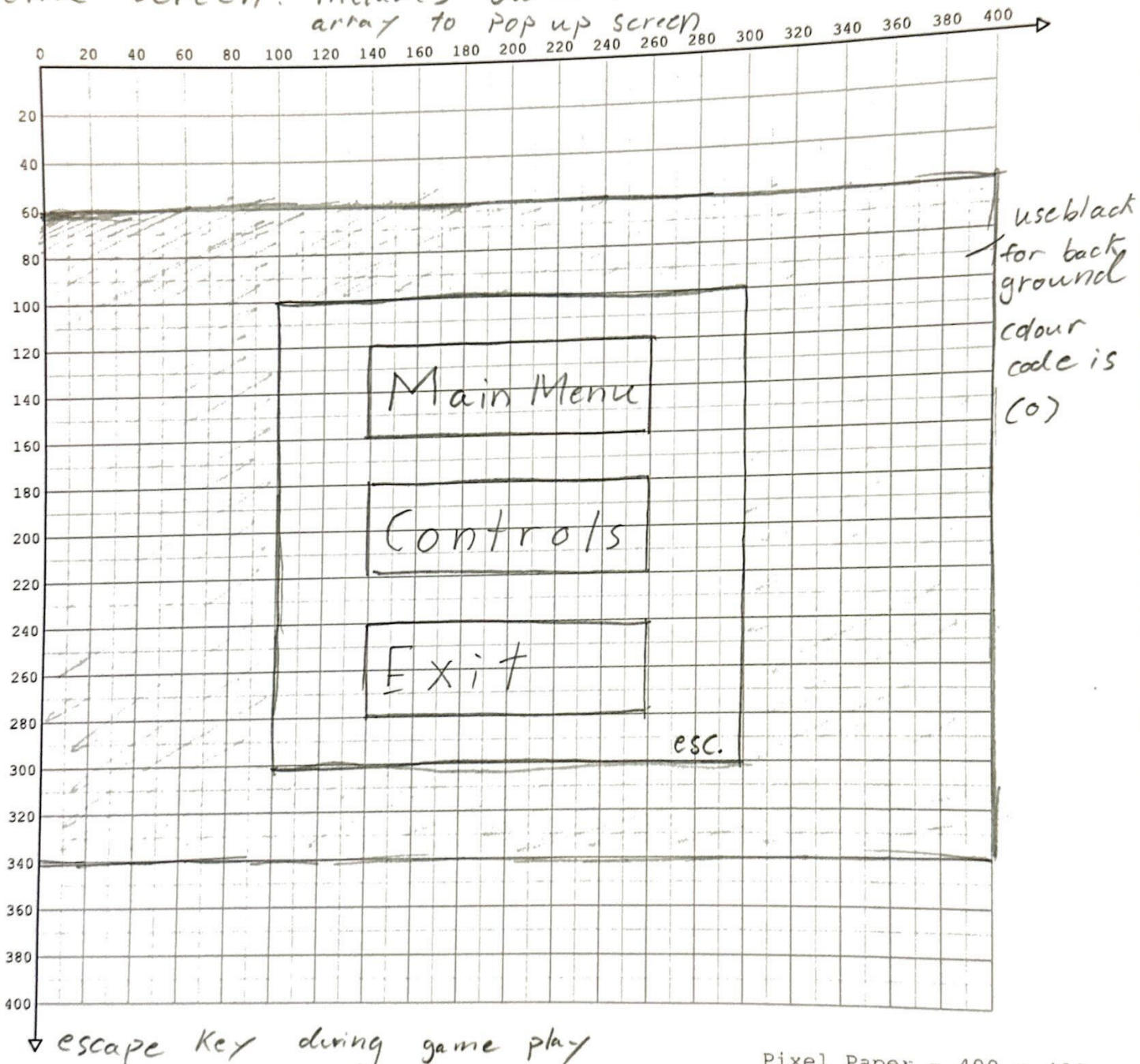
-Path ways that change index to specific ones

Have each Room tied to a certain index, have each time the character crosses certain points on the map like the corridors,

There will be trap chests as well which deals dmg to character which will lower Health bar.

Pixel Paper - 400 x 400
Graph Paper for Screen Coordinates

Menu Screen: includes buttons which changes index of array to pop up screen



escape key during game play to pop up menu

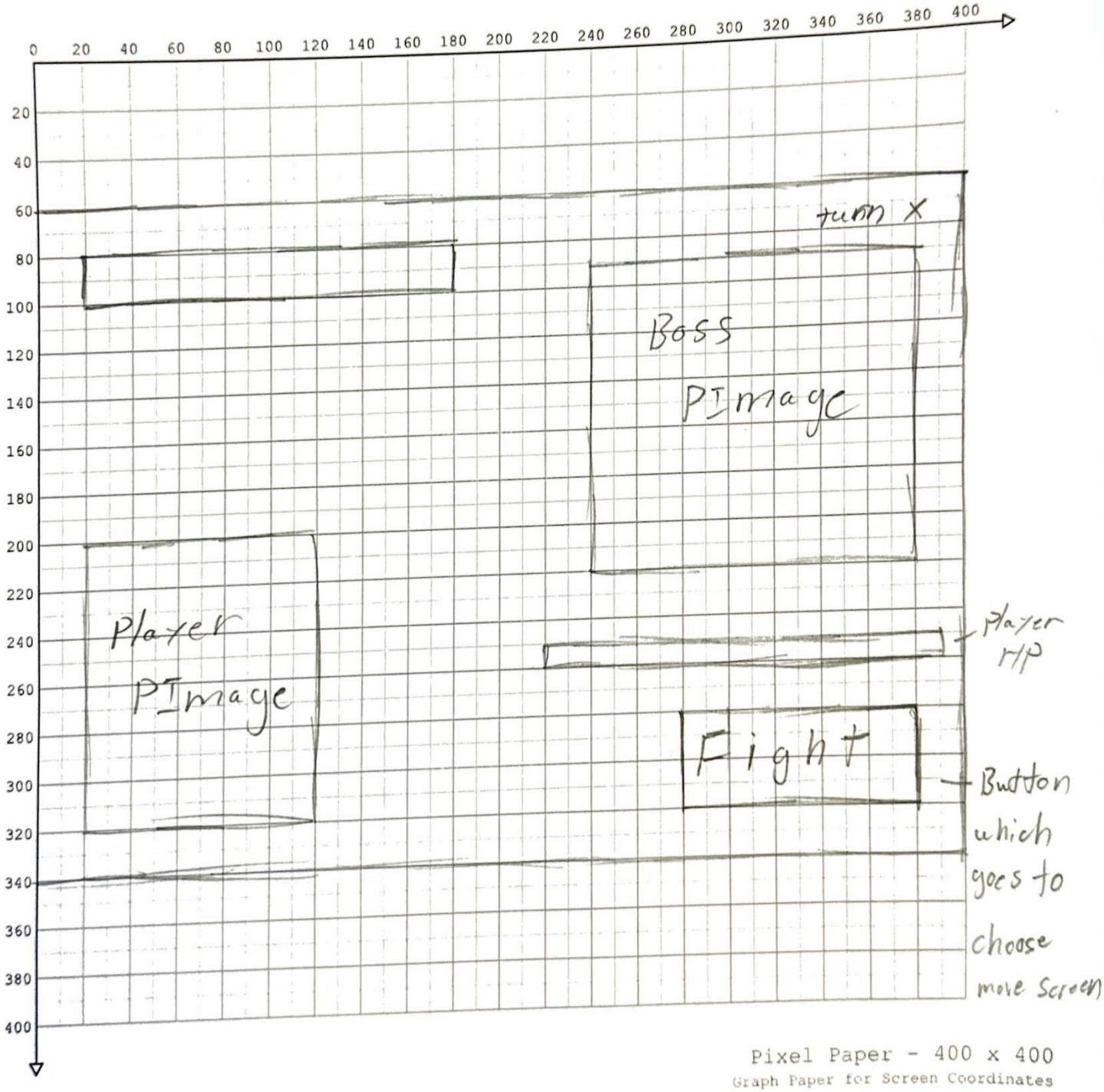
escape key to close

Pixel Paper - 400 x 400
Graph Paper for Screen Coordinates

have statement going @ if (Popupopen = true & keyCode 'Escape')

more array

In Battle screen



Pixel Paper - 400 x 400
Graph Paper for Screen Coordinates