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Forge Exchange

Dev Notes

Base Class for Tools

* Base Class ToolController
  + What will all tools have in common?
    - States of activity
    - Condition that ends use of tool
    - Interactive mini-game that reflects use of given tool
    - Outcome of minigame determines
      * Success of tool interaction
      * level at which its durability decreases/if
      * quality of resultant product
* Not all tools will have this level of interaction
  + Example
    - something like chopping wood with axe that would be simple interaction like using weapon
    - cultivating crops wield with scythe
* Solution Have 2 base classes
  + ToolController
  + SimpleToolController
    - have ToolController inherit from SimpleToolController
    - avoids duplicate members since both will share base requirements
    - Also when referencing script at run time can look for type of base class and still get reference for