Swords and Shovels: Character Stat System

PLANNING OUT THE DESIGN FOR CHARACTER STATS

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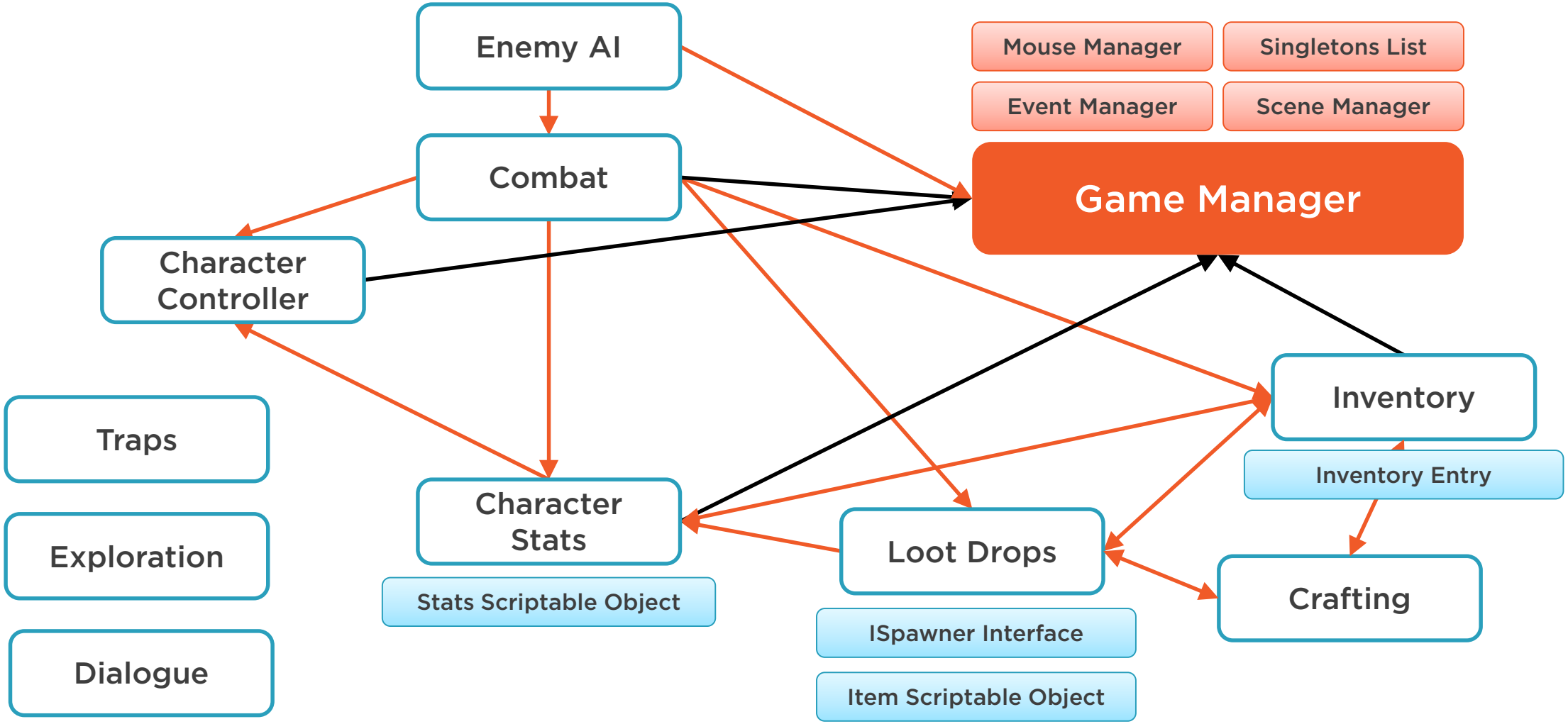
Systems Overview

Look at an overview of some of the systems and how they interconnect

Examine some of the supporting areas that will be used to structure the Character Stats system

Component Connectivity



Basic Combined Module Concepts

Shared code convention

Wenderlich's Code Style

Independent events per module

Less-centralized Event Manager

Consistent use of single base scene with completed art assets

Modular courses ordered and completed as you progress

Character Stats Notes

Contains all of the properties that can be affected by usable items

Uses singleton pattern for educational purposes of showing singletons. Mentioning that this is not great for multiplayer game modes

Called to by item being used to apply stat changes

Controls when to trigger level ups or character death

Talk to GameManager to help adjust character states

Listens to inventory for encumbrance values

Summary

Looked at an overview of some of the systems and how the interconnect

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Coming up

Next

Whiteboarding the Character Stats

Listing Character Stats and Their Uses

Character Stats

Explore the stats that we will give to our character in the character system

Look at some of the methods that will be implemented in the character stats script

Character Stats Fields and Methods

Fields (information to store and change as stats)

Maximum and Current Health

Maximum and Current Mana

Maximum and Current Wealth

Base and Current Character Damage

Damage Resistance

Encumbrance

Character Experience

Character Level

Item slots for Weapon, Helm, Chest Armor, Gloves, Leg Armor, Boots and 2 Miscellaneous Slots

Methods (Actions taken on character stats)

Increase and Decrease Health

Increase and Decrease Mana

Increase and Decrease Wealth

Equip and Unequip Weapon

Equip and Unequip Armor

Character Level Up

Character Death

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Considerations for Single vs. Multiplayer

Single Player vs. Multiplayer Considerations

Single vs. Multiplayer

Examine the singleton design pattern

Explore another option that will make the character stats more dynamic and extensible to other in-game characters

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