

Writing the Character Stat System



Christopher Pellow

GAME DESIGNER AND DEVELOPER

@CBPellow

Singleton Design



Look at the code for writing singleton design pattern

Examine the scene we will be working in throughout this course

Summary



Looked at the code for writing singleton design pattern

Examined the scene we are working in throughout this course

Coming up

Next

Setting up the character stats as a scriptable object

Character Stats as a Scriptable Object

Scriptable Objects



Look at how this provides structured modularity character to character

Discuss how this can also be used for enemies and other “character types” in the game

Summary



Looked at how this provided structured modularity character to character

Discussed how this can also be used for enemies and other “character types” in the game

Coming up

Next

Setting up the stat fields and initializing values

Character Stat Fields and Initialization

Stat Fields



Explore the use of private set fields to ensure that stats are changed by this system only

Initialize fields with default values

Summary



Explored the use of private set fields to ensure that stats are changed by this system only

Initialized fields with default values

Coming up

Next

Implementing the stat increase methods

Character Stat Increases

Stat Increases



Create some of the methods used to change stats in a positive direction

Explore some of the other methods that can be written later for additional functionality

Examine the ability to equip weapons

Summary



Created some of the methods used to change stats in a positive direction

Explored some of the other methods that can be written later for additional functionality

Examined the ability to equip weapons

Coming up

Next

Implementing the stat decrease methods

Character Stat Decreases

Stat Decreases



Create some of the methods used to change stats in a negative direction

Explore some of the other methods that can be written later for additional functionality

Examine the ability to “unequip” an item

Summary



Created some of the methods used to change stats in a negative direction

Explored some of the other methods that can be written later for additional functionality

Examined the ability to “unequip” an item

Coming up

Next

Level ups and character deaths

Level Up and Death

Level Up and Death



Block in the methods for the level up and death functionality

Discuss the communication between the character stat system and the game manager

Summary



Blocked in the methods for the level up and death functionality

Discussed the communication between the character stat system and the game manager