Subject: ASCII Game
Posted by lede on Mon, 02 Mar 2015 22:20:38 GMT

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If you read the book review you can know I've been working on a game engine since I started reading that wonder and inspirational book! Well time for me to move the game development to a new thread and show off some of the cool graphics that will make people jealous of my graphic skills! <--- Total sarcasm!

Anyways here is a status of the current build. The core game engine class has changed from using a linked list to an array of game objects. This was done so that we could allocate a block of continues memory in the hopes to speed up some of the game processing. Still need to do some more tests but for the basic performance it seems to be doing good!

Next the basic ASCII graphics manager is now handling 100% of the output so theoretically we could swap the ASCII graphics engine out with a more modern engine that would render images instead of text. This maybe another step I will take but for now I'm trying to focus more now one game play and AI. Here is an example of what the game is producing at this very basic level:

In the snap shot of the game you can see there is a character in turquoise which is you and then two monsters. One white guy and the other green guy have two different AI systems. The white uses an AI that hows a limited vision so if you get far enough away from him he will stop following you around. The green monster is more of a sleeping AI and when you get close it actives the monster and he will follow you around until either you or his demise. These two AI systems share the same class but just have a different way to handle tracking you. I'm thinking of building a few more AI systems which will include:

 Hit and run Hit and teleport Projectile Attacks Stop escape

The game does support notifications of you hitting a monster or the monster hitting you. Once you have beaten a monster their experience and treasures are now being rewarded to you at the time of their demise. There are a couple of bugs in the system still which need to be fixed. When you walk behind the monster your character will go invisible. But this is only seen with the monster is dead on the game field.

I've attached the current version so check it out and let me know how it works. This version is as is so please be patient as I work on making it more stable.

File Attachments
1) Snappy-0018.png, downloaded 617 times
2) ugame.zip, downloaded 244 times

Subject: Re: ASCII Game
Posted by lede on Wed, 04 Mar 2015 22:38:25 GMT
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Not much work done on the graphics that is visible but I have move all the menus to their own class which now allows me to move them around and manage them a little easier. The really fun thing is now combat is functional and I have inroads built so the entity manager can add and remove monsters from the game engine. Still working on balancing the game play. For a first level character you can take on about 8 monsters before you need some healing. No you can't heal yet but with the entity manager spawning new monster this will be the next thing on my list. If you want to play the game and kill the first slave just press K to spawn another one. At some point this will turn into a random selection based on your characters level.

Have fun and be careful the pit can be a little difficult at times.

File Attachments
1) ugame0.2.zip, downloaded 230 times

Subject: Re: ASCII Game
Posted by lede on Fri, 06 Mar 2015 15:48:39 GMT
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So last night I had a little fun with the game. I create a new short sword that was a +15 weapon and did some major monster bashing in the game. About an hour later and at level 10 I felt this was a little to easy to beat up on some monsters. But this gave me the needed game design things I needed to test. Lots of level ups, lots of monsters to beat up, a little play time.

During a previous development cycle I started to see a big pattern issue emerge. during the session I had created 5 different monsters of varying difficulty which add a couple hundred lines of code to the Entity Manager class. Couple that when I needed to make a change to the difficultly of the monster I had to recompile the whole game engine. This reminded me of a wonderful chapter that I had just read in my game pattern book that talked about making one class for your enemies and then just load the data from a file.

Well the next development session I had on the game I implemented this feature. All the monster data is now stored in a custom data file that when I instantiate a monster it loads the stats from the file. To help with this I have created a small little program that will create the data file. Granted at this time you have to compile and run the program but the idea is there that now I can create a simple program that will allow me to add and remove monsters from the game without having to recompile the engine.

Now to some more fun programming! Should have an update in a couple of hours.

Subject: Re: ASCII Game
Posted by lede on Fri, 06 Mar 2015 23:45:05 GMT

Here is a snap shot with the new layout design.

Moving the interface around has been a little difficult but in the end I think it will provide for more valuable information.

As for the attacking I know it can be odd at this time. I'm working on changing it from having to hold the shift key and the direction you want to attack to more like you can hold the attack down but it will auto attack for you if you press the direction of the monster. This should make it easier to attack in future build but until then we will have to hold the shift down when you want to attack and then press the direction the monster is on the game field.

Have fun and don't get to beat up by the peasants!

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File Attachments
1) thearena.png, downloaded 535 times
2) ugame0.3.zip, downloaded 225 times
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Subject: Re: ASCII Game
Posted by lede on Mon, 09 Mar 2015 16:51:51 GMT

Mode some major progress on the game this weekend. First it has a name from a game I started working on when I was 14 which was back in the late 80's. It shall now be know as "The Arena". I know not very original but I thought it was when I was a kid.

Combat Update

Added auto attack to the combat system so now when you run directly into a monster and can't move you will just swing your weapon at the monster. This added feature is nice because now you don't have to remember to press shift to attack. Also I believe a couple of people had mentioned it was weird and didn't know that was what they were suppose to do.

Added range weapons! What this means is now we can have slingshots and bows in the game. With this also comes a large selection of weapons players can use. All weapon information is being loaded from the data file so as time allows new and improved weapons will start to become available without having to upgrade the core game engine.

The Bad

Yes with all this exciting news I have to say the game is no longer playable. It isn't from the changes to the combat system and the play balancing. The menu system is getting a major overhaul in preparation of being able to manage our players account. Instead of now just jumping into the game as guest you will be able to create a new gladiator or login as an existing gladiator.

But with this comes a lot of state management so until I can get that all working and flowing properly the game is not playable. I hope to find some time this week to get this working so that a new release will be available for everyone.

Finally got some progress completed on the menu system. It has been refactored so that it should be easier for it to be layered. This is just a working version of the menu system so that the game play can be tested so don't expect to see anything new in the menus.

Time for a screen shot. Not much of a change but I still like looking at the progress:

Game Play Update

This was mention in the previous update post but now the engine is running some of the new features. I did notice there is some odd things happening when the player hits the walls so that is on the list to be fixed in future updates. Just for now avoid hitting the wall unless you want to go invisible.

Currently you start with a fairly killer weapon so don't expect this to be around for long I just wanted something to test with the level upgrades. Also when you beat a monster the experience calculations have changed and seem to make the levels more work to go between. I noticed that in some cases a level would take one or two monster kills which seemed a little to fast for my tastes. Play with this and let me know if it seems to difficult to go between levels.

For those that don't like to get so close and person I have added a weapon swap key so unless you read this post you will not know it is there. If you press "B" it should swap to a bow. During testing I have noticed this maybe a little touchy so be careful when switching your weapon. The player information doesn't update the only way to tell if the bow is active is to hold down shift and then press an attack direction. Again this is a fairly advanced bow so it will be removed once the game progresses a little more.

That should do it so have fun and let me know of any issues!

File Attachments
1) ugame0.4.zip, downloaded 239 times
2) update04.png, downloaded 533 times

Subject: Re: ASCII Game
Posted by lede on Wed, 11 Mar 2015 17:17:26 GMT
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Today is a small update but I think a huge step in the game. For this version it is a two step process to get the game up and running. First when you decompress the game run the file PlayerMaker.exe and create yourself a new player. It does ask for your player name and a password. At this time the password is not needed but in future version of the game it will become part of the full game engine.

Of course here is a screen shot of my player in the game after opening and closing the game 4 or 5 times.

I'm still not happy with the game play. The monsters seem a little to easy right now but they can hurt you. Oh and for those who get hurt a lot I would recommend using the H key to heal yourself. This will become part of the game at some point and will be tied to the number of healing potions you have.

Have fun and always open for comments!

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File Attachments
1) ugame0.5.zip, downloaded 227 times
2) arenaupdate05.png, downloaded 542 times
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Subject: Re: ASCII Game
Posted by lede on Thu, 12 Mar 2015 23:02:36 GMT
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For those who found the game way to easy to play. This updates and fixes the attack speeds. The game was allowing the player to attack every frame and the monster to randomly attack based on a few counter put in the wrong place. This version fixes the player attack and changes it from every frame to every 25 frames. So you maybe asking how do you know when you can attack and when you can't? This next feature was how I finally figure out there was a problem. The SHIFT key on the menu will now be grey when you can't attack and will turn green when you can. Here is a sample image of the key in both states. No this isn't how it will look in game it is only for reference what to look for when your playing...

Also it was brought to my attention how to exit the game. Please try as many different ways as you can think to exit the game and let me know the results. I would like to make this as bullet proof as possible but am only limited to what I can think up.

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File Attachments
1) arena06.png, downloaded 539 times
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Subject: Re: ASCII Game
Posted by lede on Fri, 13 Mar 2015 22:54:27 GMT
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Today was more of doing some massive clean up and getting the game ready for a formal menu system. I can now change the menu state by popping it on and off the array stack. So now if your character gets vanquished by the monster instead of sitting there and nothing happens the game over screen appears. I'm still working on the resurrection of the character. It kind of work but leave the game in a incomplete state. Mostly because the menu state manager doesn't have the full ability to load up the game field yet.

Next to the fun part. So far I've only been able to get into the 4 or 5 tier of monsters so the early monsters seem to be fine just the later ones are a little out of balance. So to finally make it into the higher monster levels I create a special weapon called "Death Wand" with the base damage of 100 and a plus bonus of 100 so in total it could potentially do 200 points of damage. The other fun part is I made the range a little long on it so I could shoot the monsters from 20 paces away. This was mostly due to test experience and make it so I didn't have to get close. Next testing session will be to use a basic had weapon in the same levels and see how well I can withstand their attacks.

The new attack system is nice because now instead of every frame being able to whack the monsters now there is a cool down between attacks. This feature has been a major game changer but still may need some balance testing.

Sorry there is no updated version to play but maybe by then end of the weekend I can find some time to work on it again and get a more complete game out.

Subject: Re: ASCII Game
Posted by lede on Mon, 16 Mar 2015 21:16:57 GMT
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Today I was having a good chat with a good friend of mine and we were discussing some odd things. Part of this was we were discussing the new Dragon Age and his Ex-wife. I know weird combo of topics but as it turned out it gave me this cool idea to incorporate some new features into this edition of the game. I'm calling this version "Arena, The Aurora Special Edition" so have fun.

So it includes a special monster for my friend which is just fun. But it also includes a few new features. The first one is when you die instead of the game just stopping and you don't know you died except for the movement keys don't work it now takes you to a very buggy dead screen. Just hit escape until I have time to fix the game over screen. Also the attack button now will do a

better job at displaying the cool down time for your attack. Instead of it going grey I've decided to remove the text until your attack charge is ready.

Monsters now are displaying different weapons instead of the default hands weapon. You see a very funny weapon in the new monster so play and find the Easter egg. Enjoy!

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File Attachments
```
1) ugame0.7.zip, downloaded 240 times

Subject: Re: ASCII Game
Posted by lede on Thu, 19 Mar 2015 21:44:12 GMT
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Update time!

So took some time to do a change to the data files so that they will can be managed between versions. The idea is that as I create new version of the game I can start upgrading the data file when a version mismatch is found.

Now when you want to heal and you press the heal key "H" instead of it being instant you now have a heal time with a max of 25 hit points to be added. This kind of healing made if very interesting when you r hit the WB character because she can wack the crap out of you.

Weapons! Yes there are about 41 defined game weapons but for this build I've added the ability to change weapons for quick testing and play balancing. There is still and update issue so when you change your weapon it doesn't show right away. I need to figure out how to set the dirty flag on the player so it will force a redraw. Anyways have fun playing with different weapons.

I think that is about it for this version.

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File Attachments
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1) ugame0.8.zip, downloaded 237 times

Subject: Re: ASCII Game
Posted by lede on Tue, 24 Mar 2015 16:09:58 GMT
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I know it has been a while since I did an update but its been a busy few days. This release just changes how the healing works so now you can queue healing before attacking a monster. This way during the battle if you get hurt the healing system will start your healing process.

Fixed the bug when you ran into a wall the auto attack would hit the wall and your attack cool down would restart. Now you don't have to be so careful to avoid hitting a wall. They know if your friendly or not. This fix also make it possible for other game entities to be friendly and help avoid you accidentally attacking them when the multi-player system gets added.

Next the combat has changed so that when you get hit your attack automatically goes into cool down. This makes the battle a little more interesting but most times you should come out victorious. Also I've added to the combat system a reason to do hand to hand combat. Every time you take damage you get 10 experience points for each point of damage you take. So if your the player that likes to sit back and pluck away at your enemies you'll get less experience then those that jump into battle and take damage. Play the new combat system and let me know.

The game still includes test weapons so you can switch between them to see how different attacks will change your battles. Game play is really important so let us know how you fell about it.

I'm thinking the next release should be a big one since we will go from single digits to double digit release numbers. But then again I may just do a small update so we get into the double digits. You never know....

File Attachments
1) ugame0.9.zip, downloaded 217 times

Subject: Re: ASCII Game
Posted by lede on Mon, 30 Mar 2015 04:36:33 GMT
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So here is the next release. I've spent some time on the game and worked on balancing the first level monsters so they are challenging and are able to knock a player out of the arena. Also there is a bug fix for when the game starts up and a data file is missing. Now the game will report a missing data file and stop running so it doesn't crash. Next the engine should try and create all the needed files if there missing.

Did a play test with my 4 year old son and he had a problem using the ASDW keys to move and attack so I took his idea and connected those keys to also the arrow keys. This session was great because my son had a blast playing this game. This has really encouraged me to want to build more in the game.

Added a new monster to go with the wicked bitch called the abuser. Still building the monster database and hopefully it will can grow to a decent size. Once it is large enough the random monster encounter will need to do a more automated picking of monsters. Right the random system is hard coded for each monster which in a large database will not be manageable.

Also for testing I have added the CTRL key to the inventory so now the armor on your character can be changed. This is a hidden feature so unless your reading this post you won't be able to get new armor. CTRL 1-4 will change to different level armor. I did this so that as the monsters get tougher we can change armor to last a little longer in the arena.

Have fun and feedback is welcomed.

File Attachments

Subject: Re: ASCII Game
Posted by lede on Wed, 01 Apr 2015 23:22:13 GMT
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Well there has been a lot of work done. To start out with now there is a gold indicator for the game so you know how much gold your player has to spend. The only thing that costs right now is the healing, those greedy healers want to take your blood money, which is 15 gold per level. So for a level 1 character it is 15 gold and for a level 5 character it is 75 gold. I think there were a couple of session I had where some of the monster were knocking the crap out of me and my gold level stayed kind of low.

Next is the player data file supports multiple players now so not just one person can play the game. You can now create multiple players with passwords and the game will validate your information and allow you to play. Try making a couple of players and let me know how this features works. At some point this will be moved to a database server in the hopes a multi-player version will be available.

Next the inventory is going to stay in some form. Right now I just set it in the player code but this will be moving to the player data file in future releases. The idea will be that you can enter the Arena with 10 items and be able to swap between them while your fighting. Currently there is a simple penalty for this switch which is your attack cool down is restarted.

Finally the exit works so when you walk into the game will exit. In future version this will take you back to the main menu. But at least if your fighting one of those difficult monster.

File Attachments

Subject: Re: ASCII Game
Posted by lede on Mon, 06 Apr 2015 04:27:05 GMT
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This is just a small update and progress report. There is no new version because I've been working on the monster module a lot these past few days. Its started to get really boring and slow fighting the same 3-8 monsters so I've been doing a ton of research and building up the monster database.

One new feature which is really making this game feel more like a game then a simulation is now the hot spots act more like a store and you can purchase new weapons while in the arena. I've been working on getting it so the 9 weapons displayed are unique and randomly selected. The way the list gets built now is the first two items are based on if you can buy them. The next 3 are within range of your gold based on a few more fights. And then the rest are found based on the extravagant items in the list. Just changing the ability to get a new weapon adds so much depth

to the game. Hopefully I can get the new update out soon for testing.

Here is an updated snap shot of the game screen:

File Attachments
1) Snappy-0013.png, downloaded 493 times

Subject: Re: ASCII Game
Posted by lede on Mon, 06 Apr 2015 20:57:52 GMT
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This is a semi big mile stone for me in this game. The menu system is starting to pull together and now when you die in the game the exit menu us fully functional. The only down side to this is if you don't have enough gold for resurrection the game will just exit.

Known bug! When you load up your character many times the items will be duplicated. I've been working on getting it so all 9 items displayed are unique and provide value to your adventures. This isn't a big thing for me right now I'm still working on building shop where you can visit and see a better inventory list.

The inventory list is now purchasable which for me has started to add real value to the game play. Now instead of just jumping to the crazy powerful weapons I have had to earn each weapon in order for my character to progress in the game. Yes this means several times I have died because my weapon was fairly crappy.

This version also fixes a bug I found in the previous release where it wouldn't properly index the player database so only the first character was playable.

The player creator will now verify your password so that you make sure to provide a good password before it creates your player.

The monster database is growing but for now only the first player's 8 levels will change the monsters you see. There is a major jump in how powerful the monsters are between level 7 and 8 so this needs some adjusting still.

Anyways here is the new version so have fun!

File Attachments
1) arena.12.zip, downloaded 219 times

Subject: Re: ASCII Game
Posted by lede on Fri, 10 Apr 2015 22:00:13 GMT

Today is a major switch in the game engine and how players are now created. You will notice there is no longer a second file that you run to create a player. Now when you run the game at the login prompt it will ask for you name you can either type your player name or "NEW" as a command and it will switch over to allow you to create a new player. I'm still working on some kind of game state system but for now this helps tie the engine together. There are also a couple of other commands so play around with those to see how it goes.

Also in this release is a start to a language pack for the game so that it can be translated to other languages. The downside to this is I only know English so this is the only supported language at this time.

So here is the next release in this game so enjoy!

File Attachments
1) arena.13.zip, downloaded 222 times

Subject: Re: ASCII Game
Posted by lede on Tue, 14 Apr 2015 23:08:26 GMT

Well for me this is a big update because it is starting a new stage of the game development which is getting it ready for some network connectivity. Don't get to excited just yet it still can't contact the internet but I've added a new command to the login prompt which now allows you to review some basic player statistics. When you type in "SHOWALL" for the user name it will list all the players in the database and tell you their current basic stats like level, wins/losses and their name. This way if your not sure if the game has your character you can look it up.

Now onto the important step. For those security conscious gamers out there, you know who you are, I've added a hash algorithm library so that now the data file stores your password as a hash and not the ASCII text version of your password. Yes I have changed the Admin's password so it is no longer one you can look up in the db player file. The great thing about the library I am using it also allows for data encryption which is a key component for sending packets across the internet.

There also was a small bug that would not allow you to create a new player and login at the same time. I believe this is fixed so try creating a new player and see if you auto login when your done.

Also in this version the game play isn't that well balanced anymore. The reason for this is the random monster encounter engine has changed from a case switch to now a full database read algorithm. It will try and find like leveled monsters and put them into the random engine. This makes it now easier to provide just a monster database update without having to recompile the main application. Play it out and tell me what you think.

And now for the update file!

Subject: Re: ASCII Game
Posted by lede on Mon, 20 Apr 2015 22:42:50 GMT
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Today is update day! I was reading some good information the other day on GameDev.Net's website and one of them was talking about using Excel to track your game loot. Well I've been using Excel to kind of track all the game data so now the new update to my world builder takes the data that gets exported in Excel to a CSV file and compiles it into game data. Once I've done some major testing on the world maker I'll release it with the data files so that others can tweak the game settings.

Now then after having a good test game session with a veteran game RPG player he gave me some good advice. I'm still working on his recommendations but one features has been added! It seemed that the attack button was sluggish and needed to be more responsive so I've added an update check that is outside the movement routine that now registers attacks properly. This feature seems to have sped up some of the game play but it still need more work so that the game doesn't seem so slow.

Here is the updated version so enjoy!
-LEde

Subject: Re: ASCII Game
Posted by lede on Mon, 27 Apr 2015 15:50:12 GMT
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It has been a while since the last update. Been busy working on some game documentation and also started a new blog on GameDev.net for this game. So I've been a little busy but wanted to get this update out today because it has a major bug fix.

Frame Rate
I know the frame rate has been set very low and isn't anywhere near the quality frame rate that many have learn to expect. The main reason for such a low frame rate was because if it got to high and the engine started to skip drawing frames the player position would start artifacting. This was mainly because the update to the player's old position would be calculated in the movement routine. For this game I've decided to leave the update in the movement routine and just changed the main game engine loop to check if the last frame was rendered. If it wasn't then the movement routine would be skipped. This effectively will flip between calculating the movement and drawing the screen every other frame. The end results for this game is I have now been able to crank up the frame rate to 25 FPS and not worry about the artifacting that was happening at

higher frame rates.

Game Data
I've been working on the game engine some more and have now moved all the game data to an Excel spread sheet that now can be compiled into the game data objects. This allows for a more fluid transition between code and game engine. Now I can quickly change the data file without having to recompile the game.

So here is the update so enjoy!

File Attachments
1) arena.16.zip, downloaded 211 times

Subject: Re: ASCII Game
Posted by lede on Fri, 01 May 2015 16:41:40 GMT
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This build has a few changes to the login process. During testing many times after creating a new account the system would go into a defunct mode that wouldn't allow you to login. This may have been due to the way I was recursively calling the login function. This has changed and now there is a loop in the login function that will run until no commands are issued and the user has tried to login. The few times I have tested the create account process was successful to dump me directly into the game. If there is still an issue with this process please post here and let me know. If not I'm going to consider this bug fixed and move on to more fun things like developing the game....

New Feature!
In this build the monsters now have a new AI available to them for use. It now allows the monsters to shoot ranged weapons at you. So be careful you might run into one with a nasty bow that will shot the crap out of you before you have time to get close.

Combat has changed so that now instead of doing a basic check against the attack damage and armor defense I've now added an attack roll to the equation. If now in the combat system the attack ratting is high enough it will do damage even if the attack damage is not more then the armor. If this is the case then the damage taken will be at a reduced amount based on your attack roll. It sounds complicated but the end result is faster combat because now the game registers more damage.

That is about it so enjoy!

File Attachments
1) arena.17.zip, downloaded 200 times

Subject: Re: ASCII Game
Posted by lede on Tue, 05 May 2015 20:10:18 GMT
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This is a major update and for me a personal mile stone that seems I have turned a corner and heading down a new road. Many of the past updates dealt with more game balancing and a few other bug fixes and small feature updates. Today though there are some major changes and new features added that to me make this more of an RPG type game then past versions.

The New Update Process
Now when your character levels up instead of the game randomly assigning advantages to your player you get 5 points each level to spread to player stats. If you want to make that juggernaut player that can take a beating and keep going then by all means put it into the players constitution and see how well it plays out.

This feature brought to the game the concept of panels and moving between elements that then draws a highlight feedback so you will know what feature your selecting. In the case of the level up panel when you highlight a stat using the left and right arrows allows you to assign points to the stat. Until you save the stats panel points that are distributed will not be perennially assigned to your character.

The Store
Death to the hot keys! Yes there is finally a full featured store with different tabs for the item categories. You can switch between tabs by using the left and right arrow and each category has it's own control structure. I know right now there is some major redraw issues but at least for now the store is fully functional. Adding this to the game has really for me changed the game mechanics. Now instead of cheating to get killer armor I have to buy it. Also instead of waiting till the right amount of equipment is display to buy I can browse the full list of weapons or bows and pick the item I want to buy if I have the gold.

Anyways here is the updated file. Some major changes have been added to the player data file so hopefully the game will properly update your old data file to the new version. Let me know if it doesn't. But also backup your current data file so in case of an issue you can send me the file an I can use it to diagnose what wen't wrong.

Known issues

 Begging levels are super difficult and easy to die Panels flash a lot when changing between options There is no safe way out of the arena without either being killed or fleeing to take a lose There are no items on the potion tab

I hope to work on these issues and get them resolved so playing isn't detracted from these issues.

File Attachments
1) arena.18.zip, downloaded 210 times

Subject: Re: ASCII Game

Posted by lede on Tue, 12 May 2015 20:57:41 GMT

Sorry this project has not had an update for a while, at least it feels for ever for me. Anyways the reason for this was I removed the login process and a ton of other game components and have worked on the base game interface. Now instead of being dumped into the arena you will now have a place to start where you can do a few things without worrying about getting attacked.

Login
The login process has been revamped and now you will be dumped into a new state machine that handles the login process. The list players feature is not working but will be soon. I didn't want this feature to hold the release.

Leveling
This isn't a new feature but I've added leveling to the main menu and to the arena menu. This way if your in a fight then you can level up in the middle or wait till you can get back to the main menu.

The Store
Again there is nothing new to the store still need to build the last tab for potions. The major change here though is you an now only access the store from the main menu. I have removed access to it in the arena because it doesn't make sense that you can fight and buy items at the same time.

Entering the Arena
This is a major new feature. Now instead of having a random encounter you can select from the list of monsters which one you want to attack. In future version going this route will produce less experience but be a safer way to progress. Also if you want to have the game quickly pick a monster you can press the 'R' key and pick a random monster.

After each win you will now be presented with the experience and gold that you have gained. Still working on adding some more loot ideas to the win screen.

There are probably a bunch more new features but for now you should get an idea this is a big update. I had a lot of fun getting to this build and it was worth all the effort. Have fun!

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File Attachments
1) arena.19.zip, downloaded 330 times
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Subject: Re: ASCII Game
Posted by lede on Thu, 21 May 2015 00:16:06 GMT

So today I found some time to do a little game play recording and posted it on youtube. There is no audio except for the radio playing in the background which apparently youtube doesn't like.

Sorry didn't mean to have music with the video so I may have to do some more editing. The video shows me creating a new character and doing a few level ups and attacking some monster in the arena.

Enjoy and there will be more to come as I get time to do some recordings.

Subject: Re: ASCII Game
Posted by lede on Thu, 18 Jun 2015 23:44:51 GMT
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Sorry I know it has been a few weeks since my last update on this game but the truth is I have had to put it into the file cabinet for now. I've been busy working on a couple of paying projects for the past couple of weeks. The good news though is I've been doing a little work but mostly on optimizing the code base.

So there is no real update then just what new features I have been working on for the game.

Keyboard Input - Been working on buffering the input in preparation for networked keyboard controllers. This is to make sure the keyboard buffer is recorded and each step will then be performed no matter the network speed. There are many articles about this topic but for the most part they just say you need to do this but don't have any design patterns to review. More research is still needed.

Network Support - Is under development and classes have been setup to help handle network input. The goal will be to soon move all the monster, player, weapon, and armor data to the game server so your client program won't have to be updated to get new weapons and monsters.

Next I have opened a facebook page for this game so please join me in my quest to make this game something fun and exciting.

Subject: Re: ASCII Game
Posted by lede on Thu, 06 Aug 2015 03:07:46 GMT
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Finally a new release. No I didn't forget its just been a busy few months.

This update includes several new features and a work in progress monster selection screen. As I work on this screen I will move the commands from the right panel to the command window.

There is a bug in the menu system when you die is should drop you to the home screen but instead the game exits. This will be fixed on my next programming session so look for an update soon.

Enjoy!

File Attachments

Subject: Re: ASCII Game
Posted by lede on Mon, 31 Aug 2015 14:06:27 GMT
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It has been a while since the last update and there has been some major work done on the game. Part of the new version is to start moving the game towards multiplayer and also centralizing the data stores. In the this version I have kept the local login process and move all game data to GameJolt's cloud services. All this means right now is that when I update the data your game will get the latest copy to play on without having to download the game again.

I also have a version which uses the GameJolt login and authentication process to access your players data. This is an older version since now I've been working towards moving all data and authentication to a new interface. Here is the link for the new version on IndieDB website which is another wonderful game community: