

NAME

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE 

ARMOR 

HP 

CURRENT
MAX

YOUR MAX HP IS
6+CONSTITUTION

BADGES

CHALLENGE

Take the challenging path.

- I

COLLISION

Detecting when two objects overlap on the screen.

- I - BASIC
- II - ADVANCED

FLUFF

Miscellaneous features not critical to gameplay.

- I - OUCH
- II - GLASSES

LEVEL

Completing the core features of a game level.

- I
- II
- III

MONSTER

Adding opponents to block the player.

- I - STATIONARY
- II - ROAMING
- III - ANIMATE
- IV - PROJECTILE

MOVEMENT

Controlling how the player moves.

- I - HORIZONTAL
- II - FRICTION
- III - GRAVITY

PLATFORM

Adding things to jump on.

- I - BASE
- II - FOUR SIDED
- III - PATTERN
- IV - MOVING

SPRITE

Managing the appearance of the player, monsters and items.

- I - ORIGIN
- II - IMAGE
- III - DIRECTION

TRANSITION

Managing the flow between game levels.

- I - LEVELS
- II - TITLE
- III - TIMER

TREASURE

Adding items to help the player during the adventure.

- I - KEY
- II - FINISH
- III - POTION
- IV - COIN
- V - BETTER POTION

VITALITY

Keeping track of player health.

- I - HEALTH
- II - REINCARNATION



PROGRAMMER

Draft

LEVEL
XP

FUNCTION MAP

As you add functions to your program, you will need to keep them in this order. Failure to do so results in -1 to all sanity check rolls.

Check off the functions as you add them.

- `// GLOBAL VARIABLES`
- `VAR _GAME = {};`
- `VAR _PLAYER = {};`
- `VAR _LEVELS = [];`

- `FUNCTION SETUP() {}`

- `FUNCTION HANDLE_LOAD(EVENT) {}`
- `FUNCTION HANDLE_KEYDOWN(EVENT) {}`
- `FUNCTION HANDLE_KEYUP(EVENT) {}`

- `FUNCTION INIT() {}`
- `FUNCTION INIT_GAME() {}`

- `FUNCTION INIT_PLAYER() {}`
- `FUNCTION INIT_PLAYER_SPRITE() {}`
- `FUNCTION UPDATE_PLAYER_SPRITE() {}`

- `FUNCTION INIT_LEVEL_DEFAULTS() {}`
- `FUNCTION INIT_LEVEL0_TITLE() {}`
- `FUNCTION INIT_LEVEL1() {}`
- `FUNCTION INIT_LEVEL2() {}`
- `FUNCTION INIT_LEVEL3() {}`

- `FUNCTION ADD_PLATFORMS() {}`
- `FUNCTION ADD_DEFAULT_PLATFORMS() {}`
- `FUNCTION ADD_MOVING_PLATFORMS() {}`
- `FUNCTION CREATE_PLATFORM() {}`

- `FUNCTION ADD_MONSTERS() {}`
- `FUNCTION ADD_PROJECTILE_MONSTERS() {}`
- `FUNCTION ADD_EYEBALL_MONSTERS() {}`
- `FUNCTION CREATE_MONSTER() {}`

- `FUNCTION ADD_ITEMS() {}`
- `FUNCTION ADD_POTION_ITEM() {}`
- `FUNCTION CREATE_ITEM() {}`

- `FUNCTION CREATE_GOAL() {}`

- `FUNCTION START_LEVEL() {}`
- `FUNCTION COMPLETE_LEVEL() {}`
- `FUNCTION LOSE_LIFE() {}`
- `FUNCTION ADJUST_HEALTH() {}`

- `FUNCTION SET_TRANSFORM() {}`
- `FUNCTION RESET_TRANSFORM() {}`

- `FUNCTION DRAW() {}`
- `FUNCTION ERASE() {}`
- `FUNCTION DRAW_PLATFORMS() {}`
- `FUNCTION DRAW_MONSTERS() {}`
- `FUNCTION DRAW_ITEMS() {}`
- `FUNCTION DRAW_GOAL() {}`
- `FUNCTION DRAW_PLAYER() {}`
- `FUNCTION DRAW_STATUS() {}`

- `FUNCTION DRAW_TITLE_SCREEN() {}`
- `FUNCTION DRAW_TRANSITION_SCREEN() {}`

- `FUNCTION UPDATE_PLATFORMS() {}`
- `FUNCTION UPDATE_MONSTERS() {}`
- `FUNCTION UPDATE_ITEMS() {}`
- `FUNCTION UPDATE_PLAYER() {}`

- `FUNCTION CHECK_INPUT() {}`

- `FUNCTION CHECK_COLLISIONS() {}`
- `FUNCTION CHECK_PLATFORM_COLLISIONS() {}`
- `FUNCTION CHECK_MONSTER_COLLISIONS() {}`
- `FUNCTION CHECK_ITEM_COLLISIONS() {}`
- `FUNCTION CHECK_GOAL_COLLISIONS() {}`

- `FUNCTION COLLIDE() {}`

- `FUNCTION UPDATE_WORLD() {}`

- `SETUP();`