

Forum:[Hack Forums](#)

Thread: [\[Development\] Game Framework / RPG Development](#)

Local Celeb - September 29, 2011, 4:12 pm

[img]<http://i.minus.com/iHRApTSdW2bSO.png>[/img]

^MsPaint

Lately I've had the urge to make a game. But a game needs a framework; so I'm working on a framework/Game at the same time. I'll have a video demonstrating the generation of enemies soon.

The game I'm making WILL be text based, but the framework will can be easily converted to graphical usage.

Framework Progress :

Enemy Class : Elemental Classifications

Locational Generated Sub-titles

Generating Health

Generating Mana

Generating Names / Subtitles

Easily added / Edited Monster

Mini-Boss Generation (Bosses will have their own class)

Video of old class (I have made some updates) :

[Video: <http://www.youtube.com/watch?v=dMnIssYMBcs&feature=feedu>]

Player Class : Checking if a Player Can level up

Exp to Level algorithm

Class bonuses

Damage

Game Progress :Story-Line developed.

Classes

Sandbox and Story modes. Interchangable

Game settings (Difficulty)

Ideas / Need-to-be-Done :Shops

Arena

Finish Framework

Boss classes

NPC's

Random dungeons

Quests

Anything else I think of.

Changelog :

September 29'th 2011 :

Started the project

Made a beta of the Enemy class

Started work on the player class

Leveling up

October 6'th 2011 :

Enemies done

Items done

Inventory done

Player done

Skill -> Strength Done

Shops done

Bufs done

Here's a few screenshots of the progress :

Spoiler ([Click to View](#))

Enemy Generation :

[img]http://i.minus.com/ibp8XLxCrMEkhy.png[/img]

Classes so far:

[img]http://shott.tk/q5tsj.png[/img]

Battle system :

[img]http://shott.tk/lou2u.png[/img]

After an attack :

[img]http://shott.tk/168r6.png[/img]

Download from here : <http://code.google.com/p/yelnar-game-engine-rpg-framework/downloads/list>

If you have any questions, comments, concerns or anything else; just post and I'll try my best (tp X, X, or X)

scarfacekilla - September 29, 2011, 6:30 pm

so it will be a textbased game or are you going to use 2D/3D graphics? IF yes i would suggest the XNA framework.

For the A / An you can improve the logic and check the "enemies" name for e,a,i,o,u and if it is you write AN otherwiese A

for examle (pseudo)

PHP Code

```
<?php
```

```
List<char> aeiou = new List<char>{ 'a','e','i','o','u'}
```

```
string s1 = "Skeleton";
```

```
string s2 = "Elephant";
```

```
if(aeiou.Contains(s1[0].ToLower()))
```

```
Console.Write("AN");
```

```
else
```

```
Console.Write("A");
```

Local Celeb - September 29, 2011, 6:48 pm

It will be a text based game. For now.

scarfacekilla - September 29, 2011, 9:16 pm

My bad, I did not read the whole post and scrolled down => i re-read it :-D

are you using any kind of database to store information like available monsters and their stats etc.?

Then i would recommend (if it's should be easy) SQLite + FluentHibernate

I'm interested in helping / working with you...will it be open source?

Then you could upload it on GIT or SourceForge and we/people could work and help you, it would be cool if we can create some kind of MU online clone :)

Local Celeb - September 30, 2011, 2:34 am

I havn't worked on the stats generation yet, but when It's implemented I'm going to have a class for base-stats based on the level; than a few other things.

Nonmod - September 30, 2011, 3:21 am

Separate the engine from GUI.

So you can use the same engine for web,text,opengl,d3d etc.

It is a good practice.

Local Celeb - September 30, 2011, 3:48 am

(Sep 30, 2011 03:21 AM)Nonmod Wrote: [\[CITE\]](#) Separate the engine from GUI.

So you can use the same engine for web,text,opengl,d3d etc.

It is a good practice.

The engine is separated from GUI. Once I get some more work done I'll be making a repository so people can use it :)

The code I used to print the enemies was creating a new enemy with specific levels; then generating its health, and name.

More updates. Just finished working on the weapons class, working on multiplayer now.

Eternal Darkness - October 1, 2011, 7:39 am

Code Public Class Form1

Dim a As String 'Characters name

Dim b As Char

Private Sub Form1_Load(ByVal sender As System.Object, ByVal e As System.EventArgs)

Handles MyBase.Load

a = "A wild walka"

MsgBox(Decisions(a))

End Sub

Public Function Decisions(ByVal k As String) As String

b = k

If b = "A" Or b = "E" Or b = "I" Or b = "O" Or b = "U" Then

Return "An"

Else

Return "A"

End If

End Function

End Class

Simple a/an code...

Hope your game takes off...

I'd like to help you build, and learn from, this sometime bro. :3

Local Celeb - October 1, 2011, 2:57 pm

Okay :)

I'm finishing up some shop classes and such.

scarfacekilla - October 2, 2011, 8:46 pm

(Oct 1, 2011 07:39 AM)Eternal Darkness Wrote: [CITE](#) Code Public Class Form1

Dim a As String 'Characters name

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b = k

If b = "A" Or b = "E" Or b = "I" Or b = "O" Or b = "U" Then

```
Return "An"
Else
Return "A"
End If
End Function
End Class
Simple a/an code...
Hope your game takes off...
I'd like to help you build, and learn from, this sometime bro. :3
first off all that's VB.NET but we are in the C# section!
secondly i posted already an example on which he can/should build on
and i am like 99% sure that your code even doesnt work...
```

Local Celeb - October 3, 2011, 3:46 am

I finished off a small battle example with the classes.
I added a strength skill and bonuses
I added enemy damage and crits
I started working on magic and heals

Local Celeb - October 6, 2011, 12:51 pm

Updated with a load of pictures; Creating repository right now.

Eternal Darkness - October 6, 2011, 6:04 pm

(Oct 2, 2011 08:46 PM)scarfacekilla Wrote: [\[CITE\]](#) first off all that's VB.NET but we are in the C# section!

<http://www.developerfusion.com/tools/convert/vb-to-csharp/>

We both know about this. I am 100% sure... Plus we both know VB.Net...

(Oct 2, 2011 08:46 PM)scarfacekilla Wrote: [\[CITE\]](#) secondly i posted already an example on which he can/should build on

Gratz. :3 Trying to add to my post bro so I am not just another leech. Excuse me for posting a snippet...

Also, I totally (don't) have time to read through your posts before posting.

(Oct 2, 2011 08:46 PM)scarfacekilla Wrote: [\[CITE\]](#) and i am like 99% sure that your code even doesnt work...

Code should work... I posted the code after I did a quick test... :l

scarfacekilla - October 6, 2011, 7:05 pm

(Oct 6, 2011 06:04 PM)Eternal Darkness Wrote: [\[CITE\]](#)

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Code should work... I posted the code after I did a quick test... :l

Ok then i have some questions - maybe VB .NET is handling this different to what i would expect and how C# is doing:

here you assign a string to a

```
Code a = "A wild walka"
```

here you call a method with parameter a and you use the return value of the method for the messagebox

```
Code MsgBox(Decisions(a))
```

here you assign b with k, which is "A wild walka" (local copy of the parameter)

```
Code Public Function Decisions(ByVal k As String) As String
```

```
    b = k //local copy of the full string ?!
```

i dont know if the compiler handles = in if statements as == (equals) operator and not as ASSIGN =

... lets pretend it does a comparison

you test for "A wild walka"="A" OR "A wild walka"="E" .. etc

which is wrong... you want to check the enemies name...and therefore the first character of its name... like b="ape" ... b[0]="a" OR... etc..

or am i wrong and the VB.NET compiler is that smart and does it automatically?!

```
Code If b = "A" Or b = "E" Or b = "I" Or b = "O" Or b = "U" Then
```

Local Celeb - October 6, 2011, 7:12 pm

```
Code public String AOrAn(String Text)
```

```
{
    String[] Aeiou = new String[] {"a","e","i","o","u" };
    foreach (String S in Aeiou)
    {
        if (Text.ToLower().StartsWith(S))
        {
            return "An " + Text;
        }
    }
    return "A " + Text;
}
```

Eternal Darkness - October 6, 2011, 7:28 pm

(Oct 6, 2011 07:05 PM)scarfacekilla Wrote: [\[CITE\]](#) Ok then i have some questions - maybe VB .NET is handling this different to what i would expect and how C# is doing:

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which is wrong... you want to check the enemies name...and therefore the first character of its name... like b="ape" ... b[0]="a" OR... etc..

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```
Code If b = "A" Or b = "E" Or b = "I" Or b = "O" Or b = "U" Then
```

As I said at the top of the code

```
Code Dim a As String 'Characters nameSo with 'b' as the characters name it will check the first
```

letter of the string (string a). Strings and Characters can be converted easily to one another...

For Example...

Its not "A wild walka" = "A", it's rather if the first character in the sting a (characters name) has a "A" as the first letter, then return an.

Console.WriteLine(Decisions(a) & a)

Local Celeb - October 6, 2011, 7:56 pm

I still think my code is simpler :)

Nuff' with the arguing guys <3

scarfacekilla - October 6, 2011, 8:47 pm

(Oct 6, 2011 07:56 PM)Asydix Wrote: [\[CITE\]](#) I still think my code is simpler :)

Nuff' with the arguing guys <3

wasn arguing, i was confused bc i read the code with c# .NET thinking and if u look at the code out of this view it's wrong, that's why i asked a second time and explained where the points are which are strange in my eyes ..

ur code is simpler thats right but:

1. U are everytime initializing the aeiou array which is memory waste - this array never changes, so make it global & static

2. You are using a string array, which is again waste, because all you actually need is a char array

3. Create a static list and use contains - SHORTEST, SIMPLEST

Code private static IList<char> aeiou = new List<char>{ 'a','e','i','o','u'}

```
public static string AorAN(string text)
```

```
{  
    //you should do some checks on text if it's null/empty etc.  
    //otherwise it will crash on the next line if it's null or string.Empty;  
    return aeiou.Contains(text[0].ToLower()) ? "An" : "A";  
}
```

P.S. When is the reposirty up, wanna have a look at your code :)

Local Celeb - October 7, 2011, 3:14 am

I have a download up there right now :)

It's towards the bottom of the post.

Eternal Darkness - October 8, 2011, 7:53 am

(Oct 7, 2011 03:14 AM)Asydix Wrote: [\[CITE\]](#) I have a download up there right now :)

It's towards the bottom of the post.

Imma look at it. :)

(Oct 6, 2011 07:56 PM)Asydix Wrote: [\[CITE\]](#) I still think my code is simpler :)

Nuff' with the arguing guys <3

Whatever floats your boat bro, it took a few sec to code. Wasn't expecting it to be used as is... Just was trying to give a simple example with my 'you should add this' comment.

Sorry for arguing in your thread bro, just had to cover my butt a bit. :l

Local Celeb - October 8, 2011, 7:55 am

It's all good man. I've got some more work done on the framework; but I'm gonna play WoW and upload it later

scarfacekilla - October 9, 2011, 3:47 pm

Code `Math.Round(Number, 0, MidpointRounding.AwayFromZero);` // you should have a look at this function and the parameters otherwise...why so complicated, this should also work

```
Code public static Double GreaterPoint5(Double Number)
{
```

```
    var i = Number - Convert.ToInt32(Number); //should get rid of the full number
    return i >=.5 ? Math.Ceiling(Number) : Math.Floor(Number);
```

```
}
```

You should change your General class and its functions to static...why? because that's their purpose :-D

another thing you should learn/read is inheritance and abstract classes ...

weapons, potions, armor (if you want even enemies and the player) are objects which will have some basic information which they share like "Name"

then you do something like `Item:WorldObject`, `Weapon:Item`, `Sword:Weapon` (if you want swords to have specific attributes and others than Axes or Bows)...

Same for Players and Enemies.... `Character:WorldObject`, `NPC:Character`, `Player:Character` etc.

you will save a lot of redundant code and trouble...i had just a quick look....

your code logic is twisted, you item class inherits from player, which makes now sense ?!

Local Celeb - October 9, 2011, 4:13 pm

I have no previous experience of doing something like this; I'll get right on learning that :)

scarfacekilla - October 9, 2011, 4:52 pm

just a quick example

Code `/// <summary>`

```
    /// Basic class which describes any object in the world
```

```
    /// </summary>
```

```
    public class WorldObject
```

```
    {
```

```
        public string Name { get; set; }
```

```
        public string Description { get; set; }
```

```
    /// <summary>
```

```
    ///
```

```
    /// </summary>
```

```
    /// <param name="name"><b>Name:</b> Sets the Name of the Object</param>
```

```
    /// <param name="description"><b>Description:</b> Sets the Description for the Object</param>
```

```
    public WorldObject(string name = "", string description = "")
```

```
    {
```

```
        Name = name;
```

```
        Description = description;
```

```
    }
```

```

    }

    public class Item : WorldObject
    {
    public bool CanBeStacked { get; set; }
    public bool CanBeUsed { get; set; }
    public decimal Weight { get; set; }
    public decimal Amount { get; set; }

    public decimal Value { get; set; }

    public Item(string name = "null", string description = "null", decimal weight = 1, decimal amount =
1,
    decimal value = 0) : base(name, description)
    {
    Weight = weight;
    Amount = amount;
    Value = value;
    }
    }

    public class Character : WorldObject
    {
    public int Level { get; set; }

    public decimal Strength { get; set; }
    public decimal Dextery { get; set; }

    public decimal MaxHealth { get; set; }
    public decimal CurrentHealth { get; set; }

    public delegate void DeathEventHandler(object sender, EventArgs e);

    public event DeathEventHandler Died;

    public Character()
    {
    //whatever
    }

    /// <summary>
    ///
    /// </summary>
    /// <param name="enemy">reference of the enemy who is attacking</param>
    public virtual void DealDamage(ref Character enemy) //virtual so you can overwrite it for your
player if you want, or do some BASIC calculation for baisc enemies/players and more advanced for
Bosses or special...
    {
    //here you write somelogic, if the enemy successfully attacked
    //this. defendet or counter attacked etc.

    CurrentHealth -= enemy.Strength;

```

```

if(CurrentHealth<=0)
{
Died(this, null);//this will raise the event that this player/npc, died
}
}
}

```

[Flags]//you can list all you effects/buffs/debuffs here, or you can have several enums for "elemets", "buffs","debuffs", i choose this because with flags

//you can do combinations...but you you need to calculate it out for example the value of fire+resitence needs to be unique for FireResistance

```

public enum EffectName
{
None=0x000,
Heal=0x001,
Revive=0x002,
Death=0x004,
Resistance=0x008,
Absorb=0x010,
Fire=0x020,
FireResitance = 0x028,
Ice=0x03F

}

```

```

/// <summary>
///
/// </summary>
public class FirePotion : Item
{
/// <summary>
///
/// </summary>
public EffectName PotionEffect = EffectName.Fire | EffectName.Resistance; //which will be FireResitance

}

```

(Oct 9, 2011 04:13 PM)Asydix Wrote: [CITE](#) I have no previous experience of doing something like this; I'll get right on learning that :)

that's why i mentioned that i would like to help :)

there are lot's of little things if you do them or correct them right now you will save a lot of time later :)

there are some RPG XNA tutorials which you should read, even if you don't use XNA ... it gives you some good training

You should add folder structure like:

```

Project
|___Enums
| |___Classes (mage, warrior etc)
| |___Elements (Fire, Wind, Ice etc)
|
|___Items

```

```
| |__Weapons
| | |__Swords
| | | |__Katana
| | |
| | |__Axes
| |
| |__Potions
```

etc..

use auto properties where possible!

the naming guideline in C# is variables camel case and properties Pascal case (

http://www.akadia.com/services/naming_conventions.html)

try to use events for things like "level up" , "death"...

i dont know if its because its unfinished but you dont use some variables in your formulas but you define them

and your attack formula is very confusing, because in the end you check the final damage > minDamage and you add 1 until its more than min damage and or you return a random number between 1 and 10...

what the heck? ... if you do a correct calculation of the damage you deal you dont need any while to add 1 until is more than min damage...

if you had planed it more carefully you would say: if my calculation returns less then the expected min damage, return min damage (and not add value x until dmg is >= minDamage.. and even then!!! you should add the difference between the calculated dmg and then min damage and not add 1 in a loop....)

you should do first a specification plan everything and afterwards start developing.. like i said you inherit from the wrong classes etc.

and rewrite the whole thing while it's still possible

have a look at: <http://www.freewebs.com/campelmxna/tutorials.htm> and

<http://sourceforge.net/projects/console-rpg/>

Local Celeb - October 10, 2011, 6:29 am

Actually, I think I'm done with this project.

I've learned some from it but I guess I'm not ready for game programming :/

I may continue it sometime but not right now. I need to get better.

Edit :

I'm going to take your advice and read up on some stuff.

Also when I check for that final> min, I generate a random number between the min and the final to give the damage.

scarfacekilla - October 10, 2011, 3:21 pm

Hey I didnt want you to scare you off the project.. i just know from my own experience that if you do it kinda messy at the beginning you will have lot of trouble/problems later fixing things

or read your own code :) i am currently working on a project and have already over 20.000 lines of code, if i would not have any folder structure I would be lost :)

or if i would not use some of the inheritance i would have to change things like at 20 places, but

now just in 1 :)

There is a good XNA RPG tutorial which you should work throu, it uses 2D engine BUT you can convert it almost 1 to 1 into a console text based RPG..

and it's pretty good for starters, to get your first "framework" going. One important thing you missed is a "GameScreens(Handler)" Class

or Input class (of course the input works different in XNA/Console) but even in your game u need to take input from the user at several places...and once programmed as a (static) inputhandler class, you don't need to worry anymore for wrong input etc.

Your task should be to fix up your project and finish it :)

But yes, to accomplish that you need to read tutorials to get a better understanding of game concept etc.

the tutorial i was talking about:

<http://xnagpa.net/rpgtutorials.html> <<its for the older 3.x XNA framework

<http://xnagpa.net/xna4rpg.php> <<for XNA 4.0