

Casters & Coders



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Team Separation



Scripting-System

- Branden Butler
- Eddie Dao



Game-Logic

- Wenqin Wu
- Theng Wei Lwe



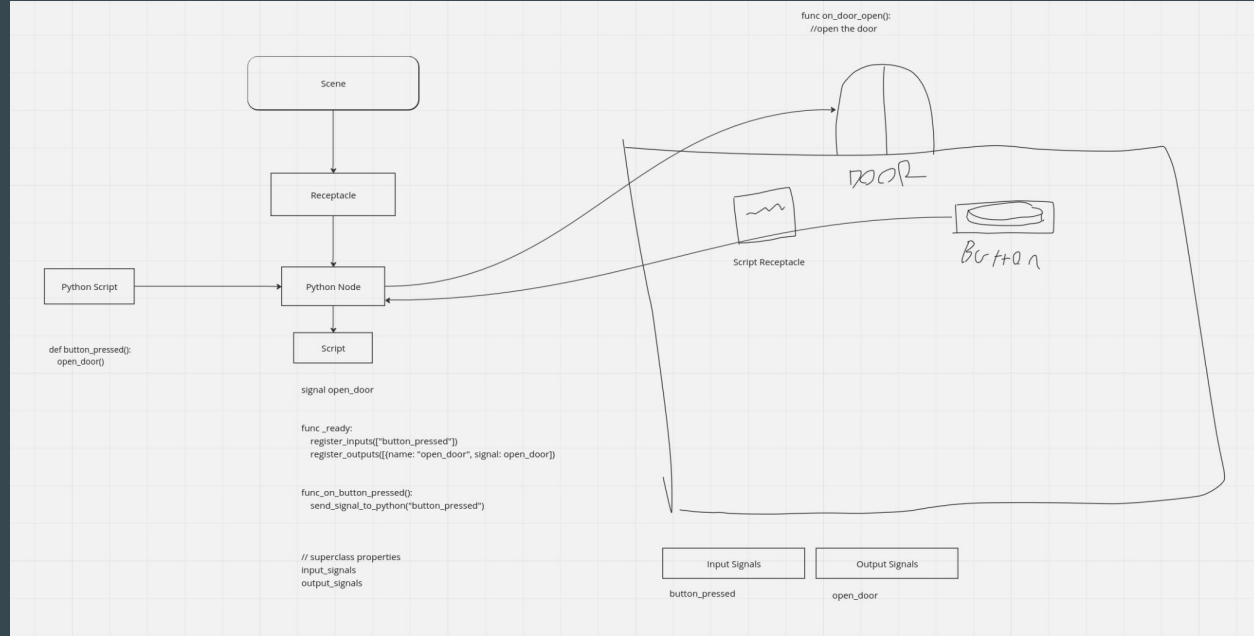
User-Interface

- Brennan Seymour
- Max Bromet



Scripting System

- Python is functional
- Communication between Python and game objects works
- Architecture for developer and user APIs is set
- Still need to implement the APIs



Technical Challenges - Scripting System

- Puzzle and signal management
 - Need to make it easy to define the interfaces a user script has access to
 - Define a way to reset the script system's internal state when a puzzle is reset
- Interpreter protection
 - Protect against user errors such as invalid syntax, exceptions, or infinite loops





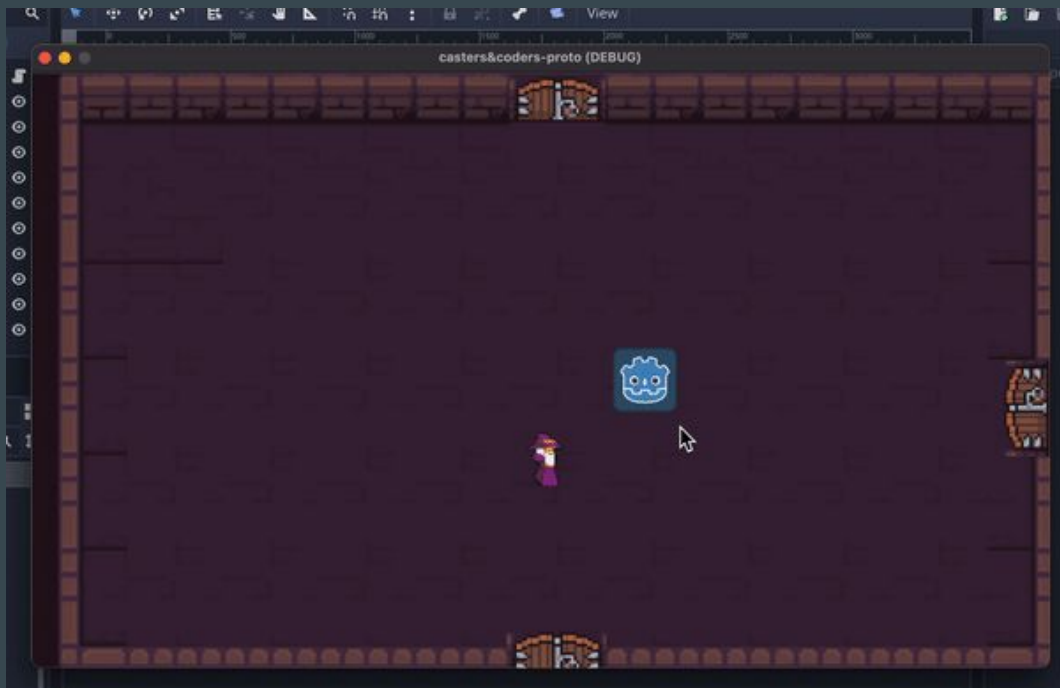
Game Logic

Progress

- Object interactions
- Room traversal and transitioning
- In-game messages

To-Do

- Implement puzzles
- Link Godot signals to the Python API
- Link code editor (UI team) to game functionality



Technical Challenges - Game Logic

- Implementing puzzles
 - Finding ways to make basic programming tutorials related to the game/puzzle
 - Have environment objects interact programmatically with Python scripts that are written by the user
 - Build the puzzles once systems are in place
- Provide game progress saving & loading
 - Saving state of game locally
 - Having global variables or local JSON/XML files to store metadata





User Interface

What Works

- Reactive editor layout
- Basic auto-indent
- Custom color formatting
- Saving + loading files

What's Next

- Easier saving + loading
- Integrate with Script Engine for API docs + highlighting
- Begin a system of text boxes for navigating NPC conversation

Technical Challenges - User Interface

- IDE
 - Correlate scripts with puzzle-specific interfaces
 - Communicate with script engine to leverage information about puzzle-specific interfaces
- Dialogue Boxes
 - Show dialogue from NPCs
 - Allow basic response selection
 - Define dialogue paths with JSON files



THANK YOU

