

Notes for timetracker

music sources:

<https://incompetech.com/music/royalty-free/music.html>

Combat Theme 1 "8bit Dungeon Boss"

Intro Theme 1 "Lightless Dawn"

Victory Theme Zelrik 1 Ambler "C:\Users\Public\Music\Game Bundle 2 - Retro\Ambler\214 BPM - Faster\Ambler 214 FULL MIX.wav"

Victory Theme Kaiyara 1 Mellowtron "C:\Users\johnk\BirdsongFlightOnCrookedWings\music and sounds\music\Mellowtron 144 FULL MIX.wav"

Victory Theme Veezal 1 Jaunty Gumption "C:\Users\johnk\BirdsongFlightOnCrookedWings\music and sounds\music\Move Forward 124bpm FULL MIX.wav"

Victory Theme Tawnette 1 Move Forward "C:\Users\johnk\BirdsongFlightOnCrookedWings\music and sounds\music\Jaunty Gumption 180 FULL MIX.wav"

Defeat Theme 1 "Meatball Parade"

possible future songs

Ambler (slow and sauntering)

Jaunty Gumption (upbeat!) [Veezal]

Mellowtron (very mellow) [Kaiyara?]

Move Forward (bouncy! flute-y)

dodge: "C:\Users\Public\Music\leohpaz\50_RPG_Battle_Magic_SFX\25_Wind_01.wav"

fire heal: C:\Users\Public\Music\leohpaz\Retro_Fire_SFX_1\07_Fire_Summon.mp3

dark block:

blight death: "\Retro_DarkMagic_SFX_2\07_Demon_Cry.wav"

blight impact: "\Retro_DarkMagic_SFX_1\03_Hit.wav"

blight launch: "\50_RPG_Battle_Magic_SFX\46_Poison_01.wav"

blight summon: "\Retro_DarkMagic_SFX_2\01_Doom_Summon.wav"

crush impact: "\19_Earth_SFX\09_Earth_III_Hit_II.wav"

crush launch: "\50_RPG_Battle_Magic_SFX\29_Earth_01.wav"

elec impact: "\50_RPG_Battle_Magic_SFX\18_Thunder_02.wav"

elec launch: "\Lightning_magic_SFX\06_Shock.wav"

fire impact: "\Retro_Fire_SFX_1\04_Fire_I_Hit.mp3"

fire launch: "\50_RPG_Battle_Magic_SFX\04_Fire_explosion_04_medium.wav"

node destruction: "\Retro_DarkMagic_SFX_1\11_Dark_void.wav"

slash impact:

"\Minifantasy_Magic_Weapons_SFX\Minifantasy_Magic_Weapons_SFX\Attacks\SlashS\SlashS_Fire.wav"

slash launch: "\50_RPG_Battle_Magic_SFX\13_Ice_explosion_01.wav"

stab impact:

"\Minifantasy_Magic_Weapons_SFX\Minifantasy_Magic_Weapons_SFX\Attacks\Pierce\Pierce_Fire.wav"

stab launch: "File: \50_RPG_Battle_Magic_SFX\21_Water_01.wav"

achievement sound 1: ""C:\Users\Public\Music\8 Bit SFX Pack\8 Bit SFX Pack\OGG\01_Coin Pickup_v2.ogg""

generic block (invulnerable armor):

"C:\Users\Public\Music\leohpaz\19_Earth_SFX\11_Wall_Block.wav"

attack:

ZA1, ZA2, ZA4

KA1, KA2

VA1, VA3

TA1, TA4

BEPRA1

summon:

VNA1

TA3

support:

ZA3

KA4

VA4

utility:

VA2

KA3

TA2

CURRENT ASSIGNMENTS

ticket list:

<https://docs.google.com/spreadsheets/d/165g7RgEuW->

[W6R7y9qPtB1a9J8zJk6tbmvymEah1RQk8/edit#gid=1066370014](https://docs.google.com/spreadsheets/d/165g7RgEuW-W6R7y9qPtB1a9J8zJk6tbmvymEah1RQk8/edit#gid=1066370014)

Action design

##INSPECT WHY THIS CAUSES DOUBLE-DAMAGE

func _on_area_entered(area):

if times_dealt_damage>0: # Ignore collisions if damage has already been dealt #I don't think I

need this anymore

return #I don't think I need this anymore

if (area.get_parent() is GameUnit):

var body = area.get_parent()

if get_parent().EntitiesAreDifferentFactions(statsFromSinger, body.unitStats):

times_dealt_damage+=1

if body not in last_hit_times:

last_hit_times[body] = baseActionForStats.hit_cooldown

hit_counts[body] = 0

if last_hit_times[body] >= baseActionForStats.hit_cooldown and hit_counts[body] < baseActionForStats.hit_limit:

body.getWrecked(baseActionForStats, statsFromSinger)

createDetonation()

last_hit_times[body] = 0

hit_counts[body] += 1

##END INSPECT WHY THIS CAUSES DOUBLE-DAMAGE

note 5) some attacks can hit two enemies at once when I don't expect them to (race condition)
[some attacks are supposed to hit multiple enemies] (MAILBOX??)

this is probably not a one-liner

2) maybe specify how many resources are needed for remaining abilities?

3) maybe look at InputBlockingTimer

4) progressive difficulty system?!?!?!?

N) different fonts/colors for characters' textboxes, and text contents?

5) ACTION MECHANICS

5a) -ACTION MECHANICS: selfbuffStacks

5b) -ACTION MECHANICS: thing. uh. what? oh, right, the dashing into SPLAT. right

5c) -ACTION MECHANICS: triggering EVENTS (like Tawnette's Storm Serenade's 'all my friends shoot a projectile' effect)

6) CONSUMABLES!

7) (bookstack) city planning

Things that are still strange

- 1) -oh no text boxes are tied to actions!
- 2) -joyful spark b is tied to joyful spark a
- 3) why is 'get (not) available' worded so strangely?
- 4) genericSpriteOffset is a strange name for 'source of singing'
- 5) why do we use .position on the canvas_layer instead of global_position

Things that seem solved, but we should keep an eye on...

- 1) possible performance issue with 'process' on audioplayers, maybe the changes should be happening in the 'audio slide'
- 2) -hardReload level troubleshooting (to avoid weird scenarios)
- 3) possible race conditions with buffs

Revision #4

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