
RPG Engine

Write a game engine for an RPG game

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RPG-Engine

RPG-Engine is a game engine for playing and creating your own RPG games.

If you are interested in the development side of things, development notes can be found here.

This README serves as both documentation and project report, so excuse the details that might not be important for the average user.

Playing the game

These are the keybinds *in* the game. All other keybinds in the menus should be straightforward.

Action	Primary	Secondary
Move up	Arrow Up	w
Move left	Arrow Left	a
Move down	Arrow Down	s
Move right	Arrow Right	d

Example playthrough

TODO

- An example playthrough, with pictures and explanations

Writing your own stages

A stage description file, conventionally named `<stage_name>.txt` is a file with a JSON-like format. It is used to describe everything inside a single stage of your game, including anything related to the player, the levels your game contains and what happens in that level. It is essentially the raw representation of the initial state of a single game.

Note: At the moment, every game has a single stage description file. Chaining several files together is not possible yet.

A stage description file consists of several elements.

Element	Short description
Block	optionally surrounded by { ... }, consists of several Entry's, optionally separated by commas ,
Entry	is a Key - Value pair, optionally separated by a colon :
Key	is a unique, predefined String describing Value
Value	is either a Block or a BlockList or a traditional value, such as String or Int
Block-List	is a number of Block's, surrounded by [...], separated by commas, can be empty

We'll look at the following example to explain these concepts.

```
player: {
  hp: 50,
  inventory: [
    {
      id: "dagger",
      x: 0,
      y: 0,
      name: "Dagger",
      description: "Basic dagger you found somewhere",
      useTimes: infinite,
      value: 10,

      actions: {}
    }
  ]
}

levels: [
  {
    layout: {
      | * * * * *
    }
  }
]
```

```

        | * s . . e *
        | * * * * *
    },
    items: [],
    entities: []
},
{
    layout: {
        | * * * * *
        | * s . . . e *
        | * * * * *
    },
    items: [
        {
            id: "key",
            x: 3,
            y: 1,
            name: "Door key",
            description: "Unlocks a secret door",
            useTimes: 1,
            value: 0,
            actions: {
                [not(inventoryFull())] retrieveItem(key),
                [] leave()
            }
        }
    ],
    entities: [
        {
            id: "door",
            x: 4,
            y: 1,
            name: "Secret door",
            description: "This secret door can only be opened with a
↪ key",
            direction: left,
            actions: {
                [inventoryContains(key)] useItem(key),
                [] leave()
            }
        }
    ]
}
]

```

This stage description file consists of a single Block. A stage description file always does. This top level Block contains two Values `player` and `levels`, not separated by commas.

`player` describes a Block that represents the player of the game. Its Entries are `hp` (a traditional

value) and inventory (a `BlockList` of several other `Blocks`). They are both separated by commas this time. It is possible for the inventory to be an empty list `[]`.

`levels` is a `BlockList` that contains all the information to construct your game.

layout syntax

If `Key` has the value `layout`, `Value` is none of the types discussed so far. Instead `Layout` is specifically made to describe the layout of a level. This object is surrounded by `{ ... }` and consists of multiple lines, starting with a vertical line `|` and several characters of the following:

- `x` is an empty tile a.k.a. void.
- `.` is a tile walkable by the player.
- `*` is a tile not walkable by the player.
- `s` is the starting position of the player.
- `e` is the exit.

All characters are interspersed with spaces.

actions syntax

If `Key` has the value `actions`, the following changes are important for its `Value`, which in this case is a `Block` with zero or more `Entries` like so:

- `Key` has type `ConditionList`.

A `ConditionList` consists of several `Conditions`, surrounded by `[ ... ]`, separated by commas. A `ConditionList` can be empty. If so, the conditional is always fulfilled.

A `Condition` is one of the following:

- `inventoryFull()`: the players inventory is full.
- `inventoryContains(objectId)`: the players inventory contains an object with id `objectId`.
- `not(condition)`: logical negation of `condition`.

- `Value` is an `Action`.

An `Action` is one of the following:

- `leave()`
- `retrieveItem(objectId)`
- `useItem(objectId)`
- `decreaseHp(entityId, objectId)`
- `increasePlayerHp(objectId)`

Back to the example

If we look at the example, all the objects are

```
>Block<
  Entry = Key ('player') + >Block<
    Entry = Key ('hp') + Value (50)
    Entry = Key ('inventory') + >BlockList<
      length = 1
      Block
        Entry = Key ('id') + Value ("dagger")
        ... <several traditional entries like this>
        Entry = Key ('actions') + empty Block
    Entry = Key ('levels') + >BlockList<
      length = 2
      >Block<
        Entry = Key ('layout') + Layout
          <multiple lines that describe the layout>
        Entry = Key ('items') + empty BlockList
        Entry = Key ('entities') + empty BlockList
      >Block<
        Entry = Key ('layout') + Layout
          <multiple lines that describe the layout>
        Entry = Key ('items') + >BlockList<
          length = 1
          >Block<
            Entry = Key ('id') + Value ("key")
            ... <several traditional entries like this>
            Entry = Key ('actions') + >Block<
              Entry = >ConditionList< + Action ('retrieveItem(key)')
                length = 1
                Condition ('not(inventoryFull())')
              Entry = empty ConditionList + Action ('leave()')
            Entry = Key ('entities') + >BlockList<
              length = 1
              >Block<
                Entry = Key ('id') + Value ("door")
                ... <several traditional entries like this>
                Entry = Key ('actions') + >Block<
                  Entry = >ConditionList< + Action ('useItem(key)')
                    length = 1
                    Condition ('inventoryContains(key)')
                  Entry = empty ConditionList + Action ('leave()')
```

Development notes

Assets & dependencies

The following assets were used (and modified if specified):

- Kyrise's Free 16x16 RPG Icon Pack[1]

Every needed asset was taken and put into its own .png, instead of in the overview.

- 2D Pixel Dungeon Asset Pack by Pixel_Poem[2]

Every needed asset was taken and put into its own .png, instead of in the overview.

RPG-Engine makes use of the following libraries:

- gloss for game rendering
- gloss-juicy for rendering images
- hspec for testing
- hspec-discover for allowing to split test files in multiple files
- parsec for parsing configuration files

Future development ideas

The following ideas could (or should) be implemented in the future of this project.

- ☐ Entity system: With an ES, you can implement moving entities and repeated input. It also resembles the typical game loop more closely which can make it easier to implement other ideas in the future.
- ☐ Game music: Ambient game music and sound effects can improve the gaming experience I think.

References

[1] Kyrise's Free 16x16 RPG Icon Pack © 2018 by Kyrise is licensed under CC BY 4.0

[2] 2D Pixel Dungeon Asset Pack by Pixel_Poem is not licensed