

FRUIT QUEST



Alvaro Fernandez i Steven Soriano

2SMXB

¿QUE ES FRUIT QUEST?

Fruit Quest es un juego accesible, divertido i gratuito

- Recoger frutas
- Evitar trampas
- Superar niveles

Público:

Jugadores casuales, a partir de 8 años.

Controles:

SPACE

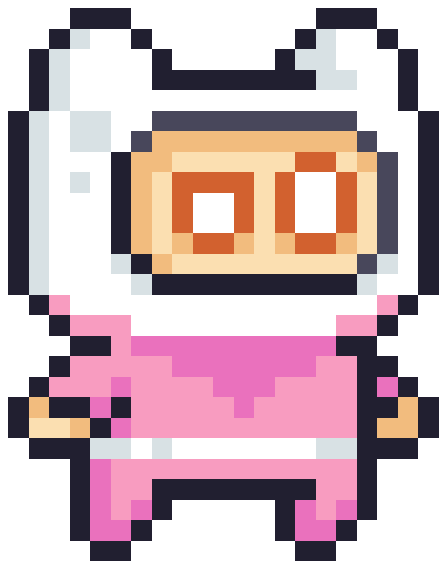
Saltar

Izquierda y derecha



ESC

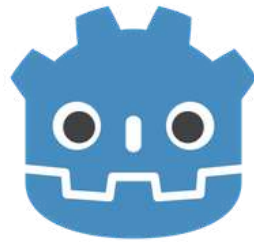
Pausar/menu



TECNOLOGIAS UTILIZADAS



GitHub



GODOT
Game engine



GDScript

PERSONAJE Y MECÁNICAS

Sistema de movimiento avanzado

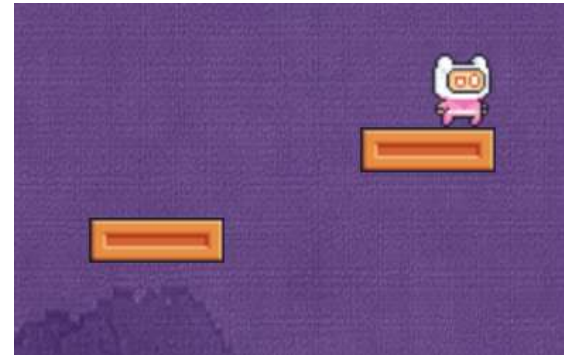
Salto normal



Doble Salto



Salto coyote



Movimiento



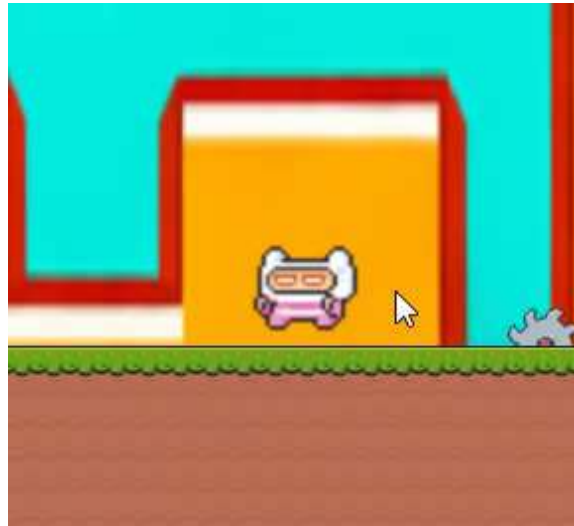
NIVELES Y TRAMPAS

TRAMPAS:

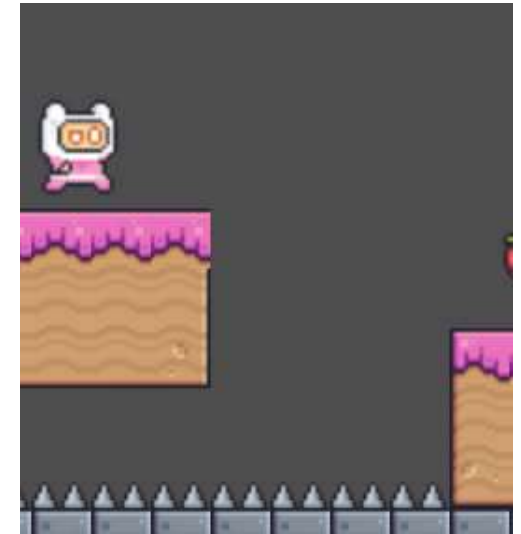
BOLA DE PINCHOS



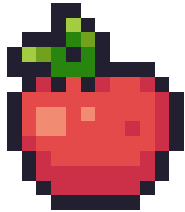
SIERRA



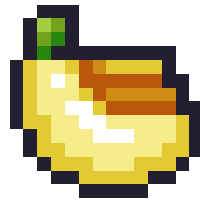
FILA DE PINCHOS



FRUTAS



1 PUNTO



2 PUNTOS



3 PUNTOS

```
1 extends Node
2
3 var applePoints = 1
4 var bananaPoints = 2
5 var cherryPoints = 3
6
7 var totalFruits: int = 0
8 var collectedFruits: int = 0
```

Activado automáticamente

INTERFAZ I HUD

BARRA DE VIDA Y CONTADOR DE FRUTAS

Vida:  100%

Frutas:2

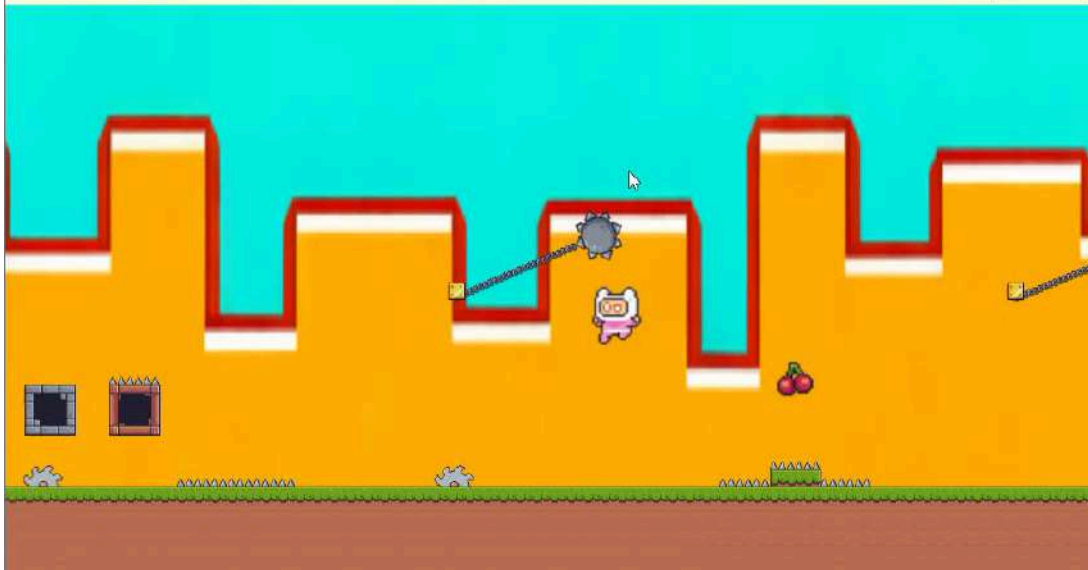
MENU

MENU PAUSA

Vida:  50%

Frutas:13

MENU

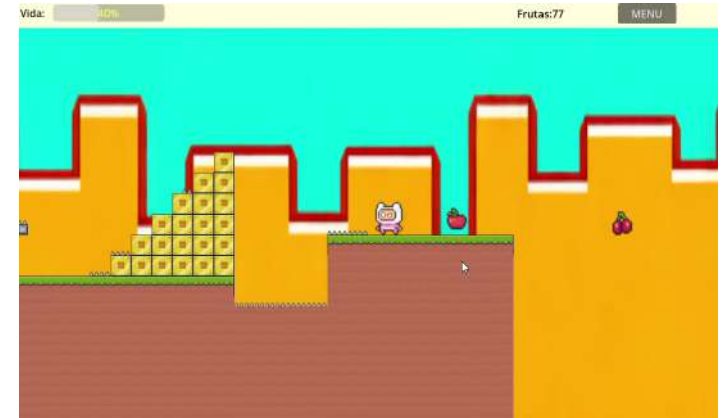


INTERFAZ Y HUD

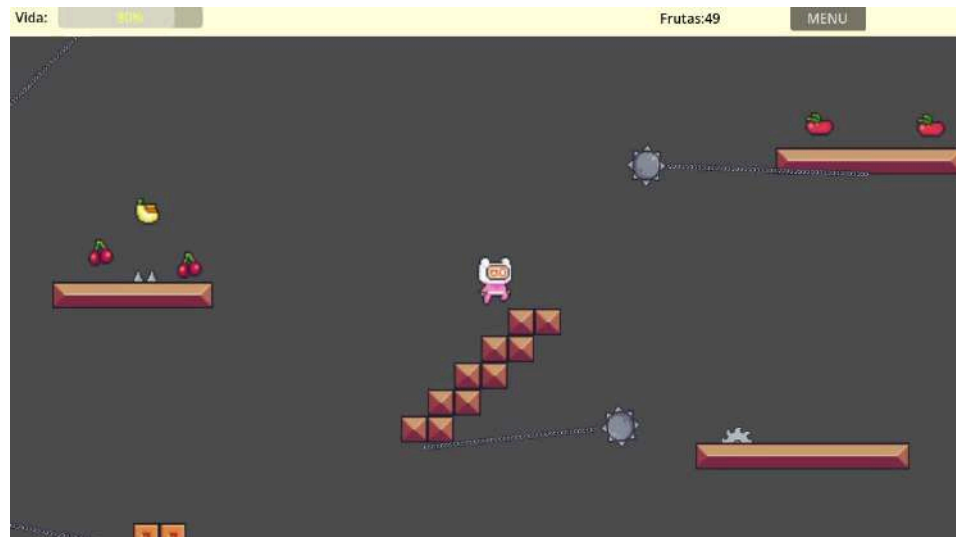
GAME OVER



NIVEL COMPLETADO



VICTORIA



ORGANIZACIÓN

CARPETAS



JUEGO ENTERO

```
extends Node

var applePoints = 1
var bananaPoints = 2
var cherryPoints = 3

var totalFruits: int = 0
var collectedFruits: int = 0
```

```
extends Node

var total_fruits = 0
var collected_fruits = 0

var current_scene: String = ""

var frutas_recogidas = 0
var puntuacion = 0

var current_level = 1
```

SIGUIENTE NIVEL

```
if Global.collected_fruits == Global.total_fruits:
    can_pass = true
    change_scene()
```

SCRIPTS CLAVE

PERSONAJE

```
var leaved_floor: bool = false
var had_jump: bool = false
var max_jumps: int = 2
var count_jumps: int = 0

if not is_on_floor():
    if not leaved_floor:
        $coyote_timer.start()
        leaved_floor = true
    velocity.y += gravity * delta
```

```
can_take_damage = false
$audioDamage.play()
allow_animation = false
velocity.y = -150
$animaciones.play("hit")

health -= 10

if health <= 0:
    Global.current_scene = get_tree().current_scene.scene_file_path
    call_deferred("_go_gameover")
    await get_tree().create_timer(0.5).timeout
    can_take_damage = true
```

FRUTAS

```
if collected:
    return

if not body.is_in_group("player"):
    return

collected = true

Global.collected_fruits += 1
print("Frutas recogidas: ", Global.collected_fruits)

if body.has_method("collectFruit"):
    body.collectFruit(fruitType)

Global.puntuacion = body.fruitCount
Global.frutas_recogidas = Global.collected_fruits
Global.current_scene = get_tree().current_scene.scene_file_path

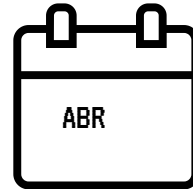
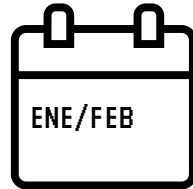
$animaciones.play("collected")
```

MOVIMIENTO SIERRA

```
if not $raycast_floor_detection.is_colliding() || $raycast_wall_detection.is_colliding():
    velocity.x *= -1
    $raycast_floor_detection.position.x *= -1
    $raycast_wall_detection.target_position.x *= -1
```

PLANIFICACIÓN Y METODOLOGÍA

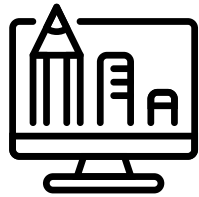
TIEMPO



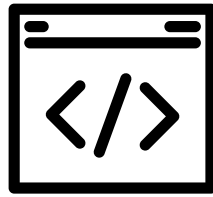
FASES



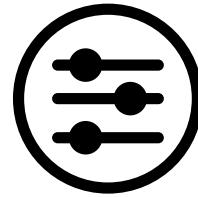
INVESTIGACIÓN



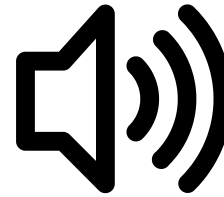
DISSEÑO



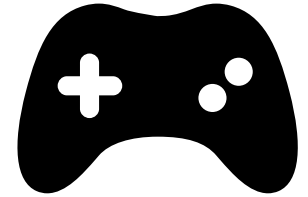
PROGRAMACIÓN



NIVELES



AUDIO



PRUEBAS

HERRAMIENTAS



GitHub



DIFICULTADES Y SOLUCIONES

COLISIONES



Revisar cada bloque individualmente

SALTO COYOTE



Temporizador interno de un segundo.

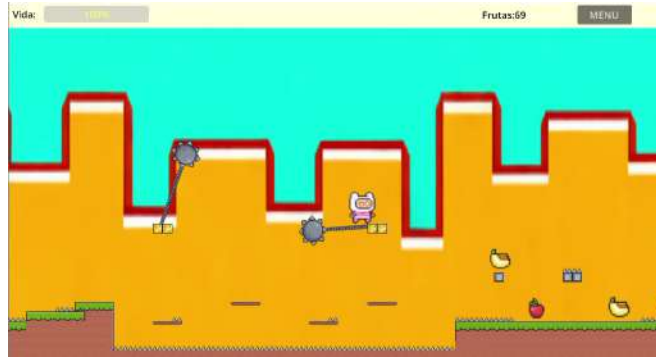
SINCRONIZACIÓN
ANIMACIONES



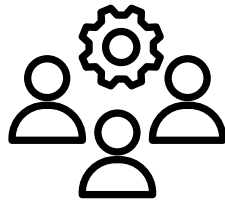
Variable
"allow_animation"

CONCLUSIONES Y VISIÓN DE FUTURO.

JUEGO FUNCIONAL



APRENDIDO



<https://st3venn.github.io/Web-FruitQuest/>

VISIÓN AL FUTURO

- Mas niveles
- Boss final
- Guardado
- Enemigos