

Ludum Dare #15 - Caverns  
Entry name: Cavern Defense  
Johannes Stein  
Developer Journal

**Official start:** Saturday, 05:00 AM (Local time zone)

**Official end:** Monday, 05:00 AM (Local time zone)

**Day One (Saturday)  
06:30 AM**

I guess I voted for this theme. I just picked a catchy title for this post, but still have no clue what I will do. Maybe it'll be a platformer game with some "Dungeon Keeper"-elements or something else entirely.

Anyway, I made a photo of my workspace. Here it is:



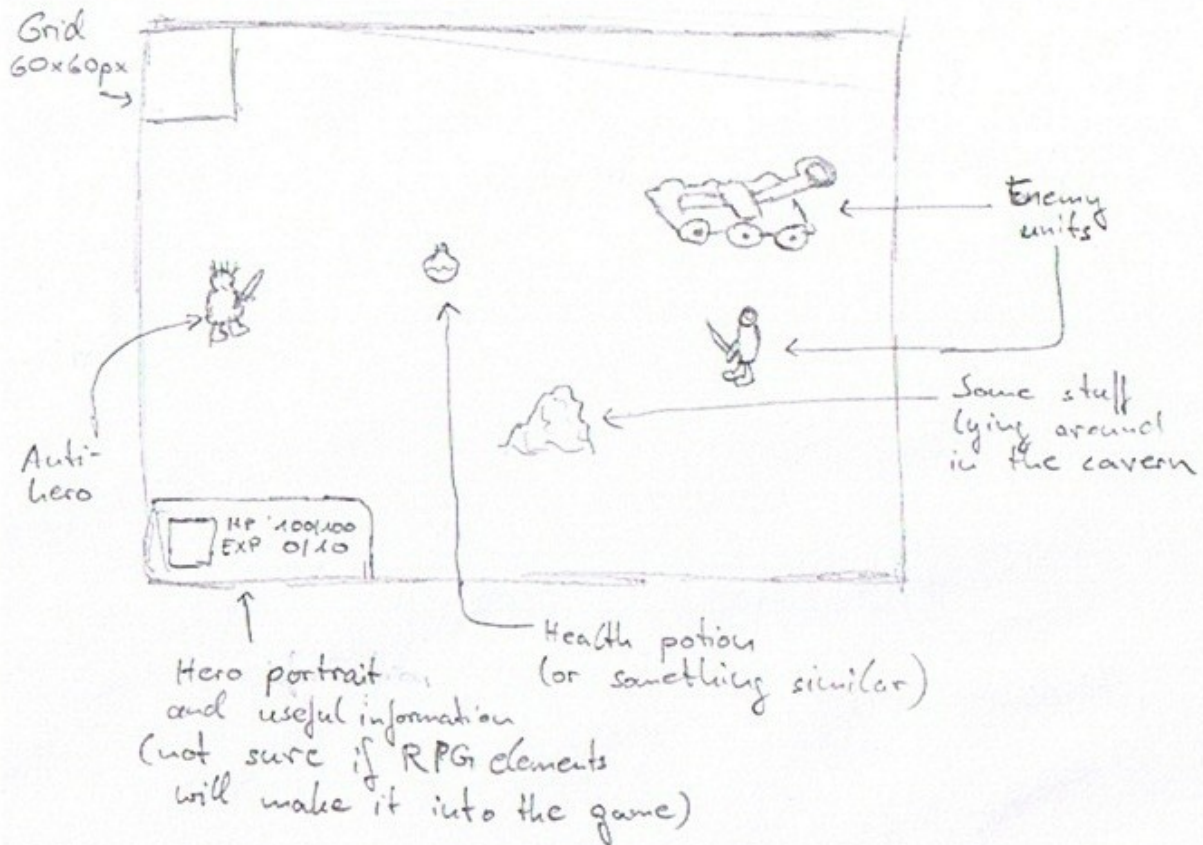
Chaotic as usual

Btw: It's about 06:30 AM here (Saturday), I just woke up and I'm still a little sleepy, so it might take a while until a brilliant idea comes to my mind.

**Day One**  
**08:15 AM**

It is not carved in stone, but that's what I have right now:  
A turn-based strategy game in which the player commands a few evil units to keep the good guys away from the cavern.  
I'll try to keep it as simple as possible so I can finish in time.

Ludum Dare #15 - Caverns  
Genre: Strategy / Tactics



I'll start coding after breakfast.

**Day One**  
**09:00 AM**

Just finished my breakfast and I'm ready for some action. 😊

Here is what I had:

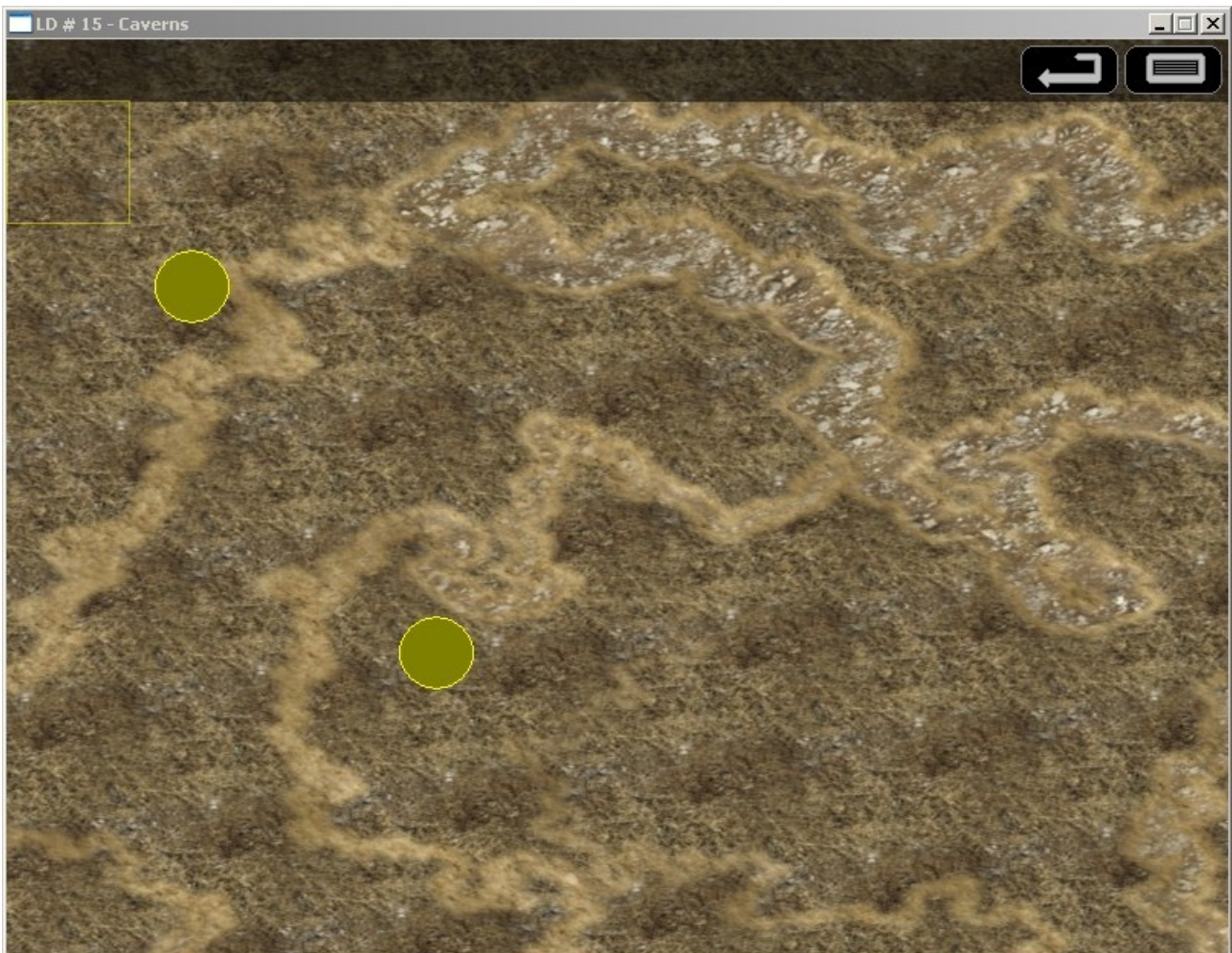


Food: Flatbread with crèpe fraîche, green onions, cheese

Drink: Lemonade-Cola mix (as long as it has coffein, I'll stay awake 😊 )

## Day One 07:00 PM

About 10 hours have passed since I officially started coding. Well the screenshot isn't that impressive and I still have to cut some features and hope I'll finish in time.



Today I concentrated on gameplay features. You can move your circle around and attack the enemy (that other circle). All I need to do is to add more circles and the game is finished 😊 Well, there is a lot more to do and the circles are going to be replaced with real graphics, still working on those. It's gonna be a busy day tomorrow.

### Day One Summary

Lines of Code produced: ~ 800 Lines

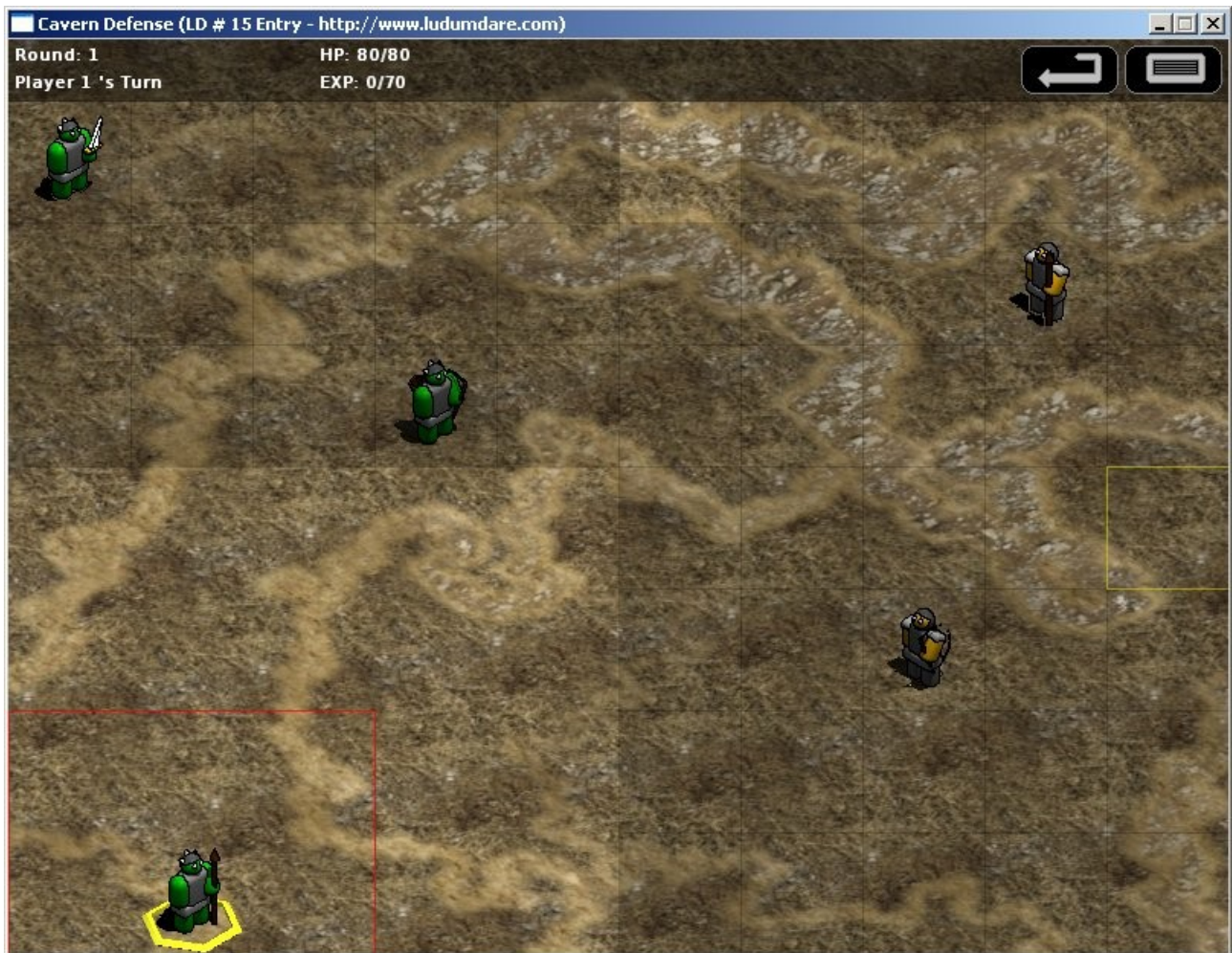
Food: Breakfast, Lasagna, Bag of chips, A tin of cashew nuts

Drink: Four bottles of Cola-Lemonade mix

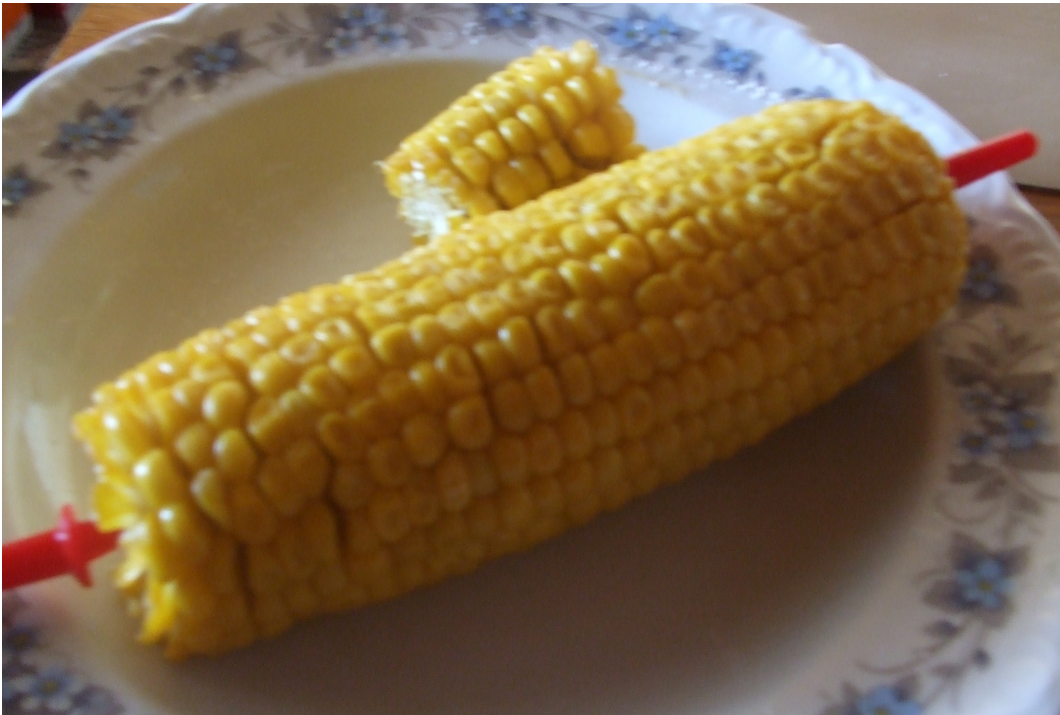
**Day Two**  
**08:15 PM**

I totally overslept today. Nearly all gameplay features are implemented, but the game is still not fully finished and I still have some severe bugs to fix.

So, here is the latest screenshot:



And here is what I need for lunch/dinner:



Corn cob



## Summary

Lines of Code total: 1345 Lines (including comments)

Status of the game: Playable with some nasty bugs

## Tools I used:

FreePascal 2.2.4 (Compiler)

ElySION Frameworks (Library → <http://elysionsdl.sourceforge.net>)

Notepad++

Smultron

Cinema 4D (3D modelling)

GIMP

MS Paint

GarageBand

Audacity

## Short Post Mortem

### The Good

- I guess, developing a strategy game within 48 hours is a task which is nearly impossible. Still I'm quite pleased with result since all gameplay features are implemented.
- Works on Windows, Linux and Mac OS X
- The Graphics are quite nice
- If you click on a unit a sound is being played

### The Bad

- There are some bugs which might crash the application or force the player to restart the game
- Menu, Intro and Instruction screen have been implemented about 30 minutes before deadline
- Background music could be better
- There are so many features which are implemented in the code (like setting players' handicap and level before game start), but didn't make in the final game due to lack of time

### The Ugly

- If you take a look at the source code there are some ugly areas especially those which have been written 30 minutes before deadline