

KnightsQuest By David H. Loeser Jr.

David H. Jr.

COLLABORATORS

	<i>TITLE :</i> KnightsQuest By David H. Loeser Jr.		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	David H. Jr.	October 17, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	KnightsQuest By David H. Loeser Jr.	1
1.1	KnightsQuest Copyright...	1
1.2	HOW TO PLAY KnightsQuest	1
1.3	DISTRIBUTION...	1
1.4	David H. Loeser Jr.	2
1.5	WARRANTY...	2
1.6	HISTORY	3
1.7	TODO	3
1.8	BETA RELEASE	4

Chapter 1

KnightsQuest By David H. Loeser Jr.

1.1 KnightsQuest Copyright...

```
KnightsQuest
: My first game written in 'C'.

Copyright ©1994
David H. Loeser Jr.
KnightsQuest comes with ABSOLUTELY NO
WARRANTY
This program is free software; you can redistribute it ←
under
certain
conditions
.

PLAY GAME
TODO

HISTORY
```

1.2 HOW TO PLAY KnightsQuest

The movement of the gamepiece is the same as the knight in chess (an 'L' shape). The goal is to land on all of the squares on the board. It is no easy task....

BACK

1.3 DISTRIBUTION...

TO DISTRIBUTE KNIGHTSQUEST THESE FILES MUST BE IN THE DISTRIBUTION ↔
:

KNIGHTSQUEST (THE GAME)
KNIGHTSQUEST.GUIDE (WHAT YOUR READING)

OK

1.4 David H. Loeser Jr.

This is my first real AMIGA PROGRAM ... oh sure i have ↔
typed in all
the listings from several 'C' books, but this is my very first
AMIGA GAME I hope to continue to develop games for the AMIGA.

I first bought an AMIGA 1000 in April of 1988 and in January of 1989
I bought a AMIGA 500 ... After writting several games and apps in
AmigaBasic I bought HiSoftBasic and continued pushing the limits
of the language (YahtzeeV1.2). I decided to learn/teach myself 'C'.
So in 1991 I bought a 'C' book and in 1992 I bought SAS/C v6.0 and
a AMIGA 1200

This is Two (2) years of 'C' experimenting
I urge anyone interested in programming to
"just do it" The AMIGA needs many coders to
push the capabilities of the machine ...
I have just scratched the surface...

I would like to hear what you think...

ADDRESS: David H. Loeser Jr
309 Evergreen Ct
Clarksville IN
47129
E-MAIL dloeser@iglou.com

Thanx,
Dave

OK

1.5 WARRANTY...

This program is distributed in the hope that it will
be usefull, but WITHOUT ANY WARRANTY; without even
the implied warranty of MERCHANTABILITY or FITNESS
FOR A PARTICULAR PURPOSE.

OK

1.6 HISTORY

	DATE	HRS.	
04.05.94	03		Decided to write a game....
05.05.94	10		Used GadToolsBox v1.4 to get project going...
06.05.94	03		I have the basic game working...
09.05.94	05		ADDED Music and started GFX for display...
10.05.94	08		LOTS of work Added Nice Requesters and split the code now compiles faster... (speeds development) I also created a seperate ModPlayer routine...
13.05.94	03		ADDED a random starting square...
14.05.94	01		BUG fixed the game now detects final move...
15.05.94	01		ADDED GameOver Requester...
16.05.94	06		TESTED the game and decided to change the entire GUI (graphic user interface) ready for BETA RELEASE

TOTAL HRS = 40 GIVE OR TAKE A COUPLE OF MINUTES.....

01.06.94			***** BETA RELEASE *****
01.06.94	01		ADDED AmigaGuide Docs Your Looking At It :)
02.06.94	01		Robert "Snowbird" in New York informed me of PAULA being hogged so when you turnoff the music PAULA is released..... Thanx Robert! [FIXED]
04.06.94	02		ADDED A NEW FEATURE ... The square that you are on is now represented by a Horse Head object
05.06.94	01		ADDED RULES ... information on playing the game... (Just about everyone who played the game griped about this one) [FIXED]
07.06.94	01		MODIFIED the WINDOW so you can now DRAG the SCREEN (this was a feature that "RST38h" wanted)
08.02.94	02		RESUMMED work on program REMODIFIED the WINDOW the titlebar is no longer cluttering up the SCREEN !!! (Makes me Happy)
08.03.94	02		ADDED the HIGHSCORE REQUESTER.... not fully working ...yet.

TOTAL HRS = 50 AND NOT FINISHED YET>?<

OK

1.7 TODO

1. Add a high score list....
2. Change the music????
3. Try to reduce program size...

OK

1.8 BETA RELEASE

I would like to thank the following for their ...

Comments, complaints, and help....

"RST38h"

Robert "Snowbird"

Francisco "pic747"

OK
