

## Game design (Week 2 Report)

**Team:** Avram Andrei (3A6), Rusu Daniel (3A1)

I create the scripts for player, floor generation and some 3D models:

**Player:** movement functions(moveForward(), jump() and changeLane()), moveForward function deals with forward continuous movement of the player, while the other functions deal with jumping and changing position of the player on another lane depending on the other player(if both players are in the air or on the ground at the same time you cannot reach the colleague's lane).

**Floor generation:** For the generation of the floors i used a vector of n floors,  $n \geq 5$ . There are always two vectors, one with three floors that were used at that time and one with floors that remained unassigned. When the player reaches the second floor he is returned to position 0, 0 together with the floor on which he stands and the front floor, the first floor is set aside. A third floor is chosen from those that are valid, after it has been chosen, the floor that has been set aside is added to the valid floors and the chosen one is placed next to the other two.