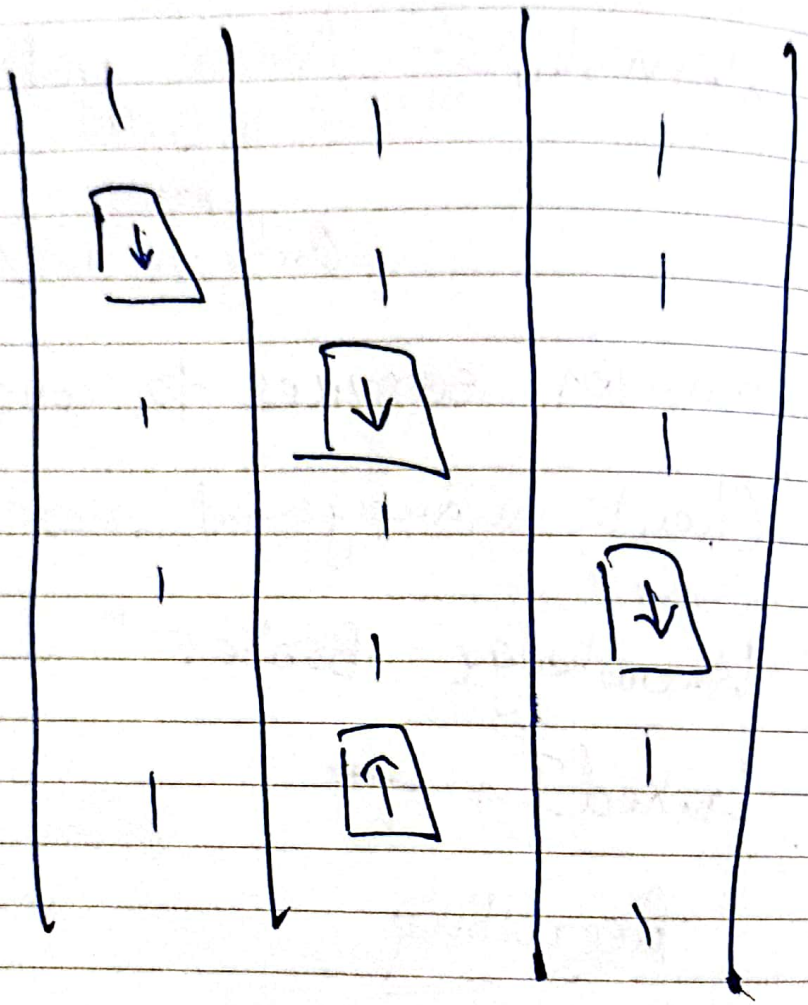
Intro To IM - Mid

Car Racing Game



3 tracks

Endless Runner

Keep changing lanes to avoid the obstacles

Score as a function of time

Approved in class ✓

2nd October - Day 1

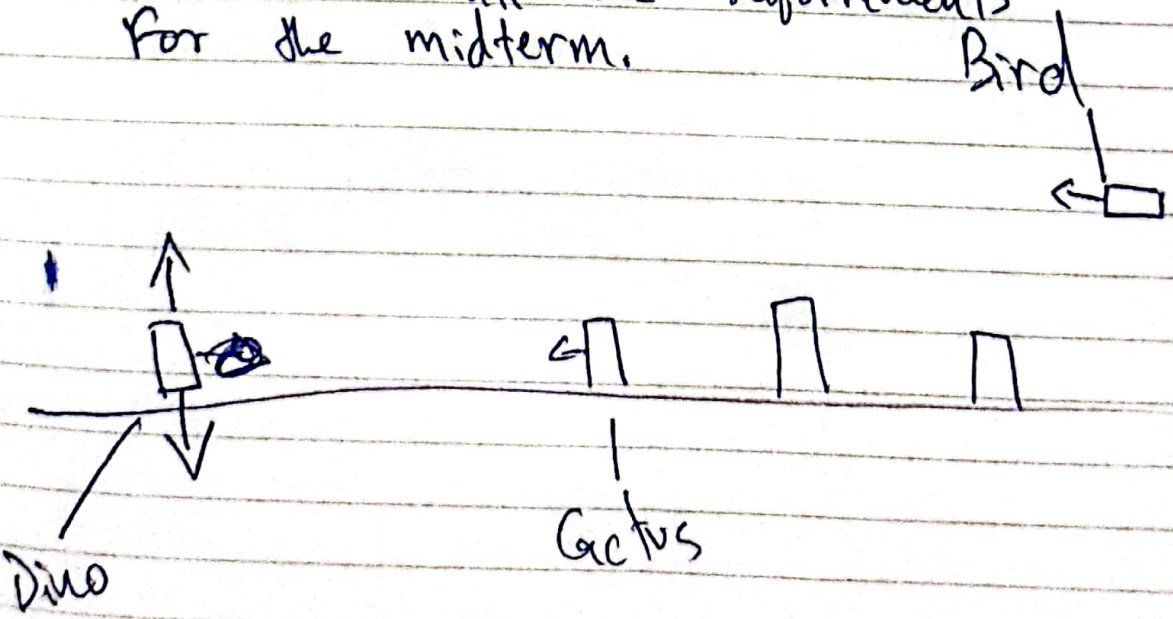
> Was beginning to research similar games and see how the code worked

> Net did not connect. so started playing Dino Game.

> Immediately felt disconnect with car game and instead wanted to make the dino game

> ~~Plan~~ Car game seemed very difficult to make and felt a little higher than my level of coding

> Dino game seemed more simplistic and met all the requirements for the midterm.



> Found original sprites on a Github repo, used them and cited my source.

> Learnt how to link multiple processing files into a main file

Day 2

> Used in class example to separate spritsheet.

> Got the dino running but facing issues with placement

> Contacted professor to tackle the problem.

Day 3

> Simplifying the game - Using single image instead of multiple to show motion.

> Succesfully coded for jump & introscreen

> Learnt a lot about organizing code

Day 4

> Made a lot of progress today

> Made the dino image and figured jump mechanism

> Made an array of obstacle images but unable to figure out how to display them in a continuous loop

> Learnt about introducing sound

Day 5

> Added sound everytime key is pressed.

> Made an endscreen but unable to figure out how to restart game.

> Looked at various examples for array and restart problem. Cannot figure out why.

Day 6

> Figured out restart issue!

> Boolean had not been turned false before making it true

> Made a scorecounter as a function of time.

> Cannot figure out how to stop and restart score counter.

Day 7

> Figured out how to respawn obstacle in an endless loop.

> Used one image instead on an array.

> Collision mechanism got it ruined

Day 8

> Spoke to the professor to deal with the unique issue with collision mechanism

> Not able to solve it

> Decided to use a "hack" and just shift the dino to the extreme left so that the collision issue is not evident.