Archie Still - 22025248

Pseudocode showing player movement

```
bool is_grounded = true

bool is_running = false

sf::Clock jump_timer

bool is_crouching = false

bool sword_equipped = false
```

Left and Right

```
if (A pressed)

{

        move player X (speed * dt)

        is_running = true

        player faces right

}

if (D pressed)

{

        move player X (-speed * dt)

        is_running = true

        player faces left

}
```

Jumping

```
if (Space pressed)

{

        player Y direction = -speed * dt

        is_grounded = false

        jump_timer restart

}

if (jump_timer > 0.15 && !is_grounded)
```

```
{
        player Y direction = speed * dt * 0.05
}
if (player collides with blocks)
{
        player.setPosition(current X position, blocks Y position – player height / 2
        is_grounded = true
}
```

Crouching

```
if (S pressed && !is_running)
{
        is_crouching = true
}
if (S released)
{
        is_crouching = false
}
```

Attacking

```
if (player collides with sword)
{
        sword.visibility = false
        sword_equipped = true
}
if (Left Click pressed && sword_equipped)
{
        attack_range.visibility = true
        if (player faces left)
        {
```

```
                attack_range.setPosition(left of sprite)
        }
        Else
        {
                attack_range.setPosition(right of sprite)
        }
        if (enemy collides with attack_range)
        {
                enemy.visibility = false
                enemy_counter++
        }
}
```