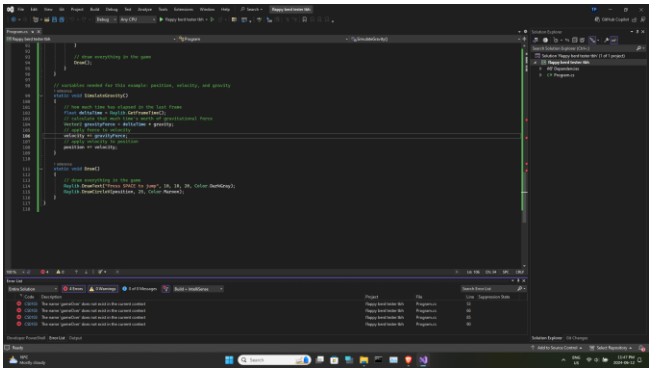
June 12th, 2024

1st code revision: starting out, and already found bugs/errors

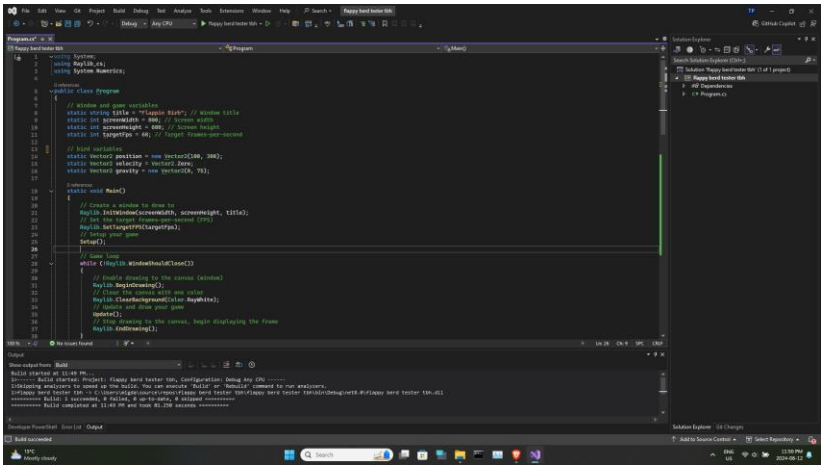


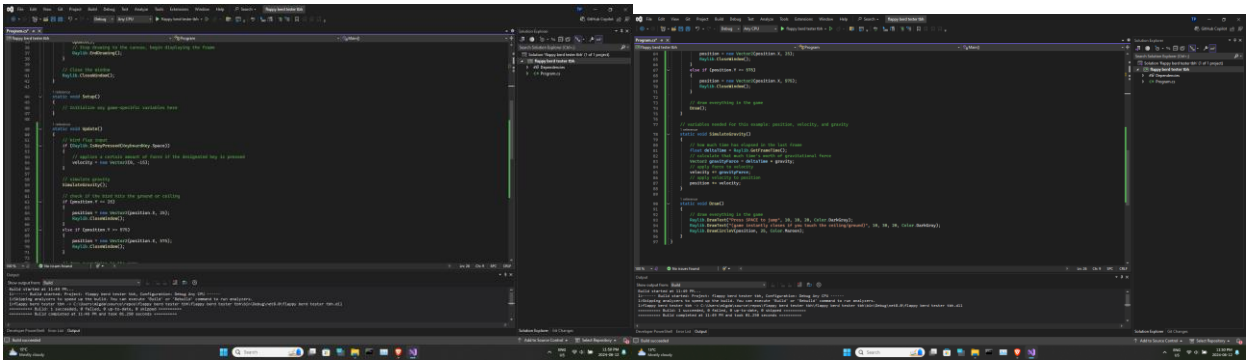
2nd code revision: polishing/removing small stuff

3rd code revision: removed the “Press R to restart” parts and made it so that when the bird hits the ground/ceiling, the game window would close.

Planned to make it so that when the bird hits other obstacles (laser walls), the game window would close as well.

(later on, Muhammad pointed out that my game was incorrectly closing after the bird touches the ceiling/ground, but since it doesn’t affect the game’s functionality in any way, it didn’t matter too much)





June 13th, 2024

4th code revision: added classes/rewrote some parts of the code and added class for the bird as well.

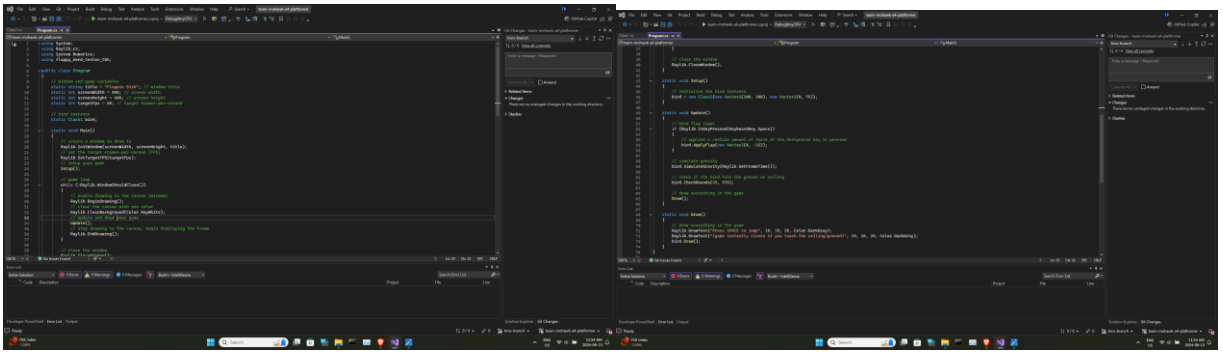
admittedly, I didn't know how to add class, but after watching some tutorials (~~including~~ SPECIFICALLY the one in module 5), it ended up being much easier than I thought. It's mainly just:

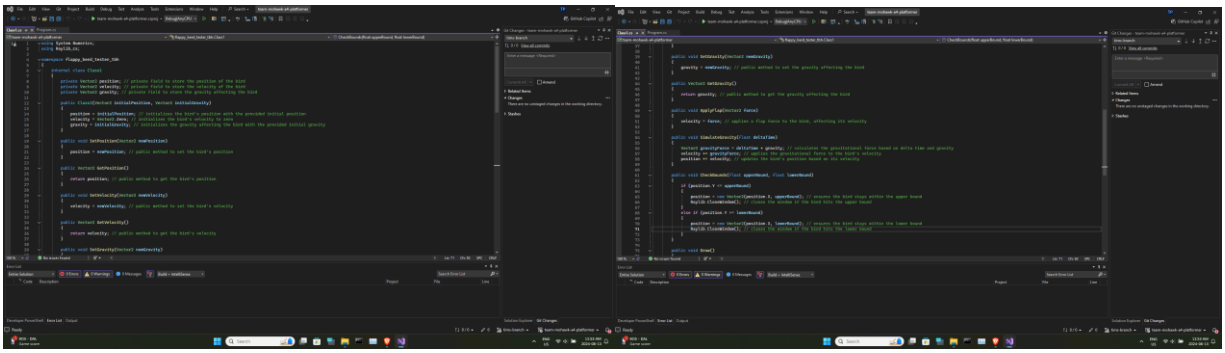
- Go to solution explorer
- Right click on your project (or main) file
- Select `Add > New Item`
- Choose C# `Class` from the list of templates
- Name the new class `Class1.cs` (or whatever you want to name your class) and click Add

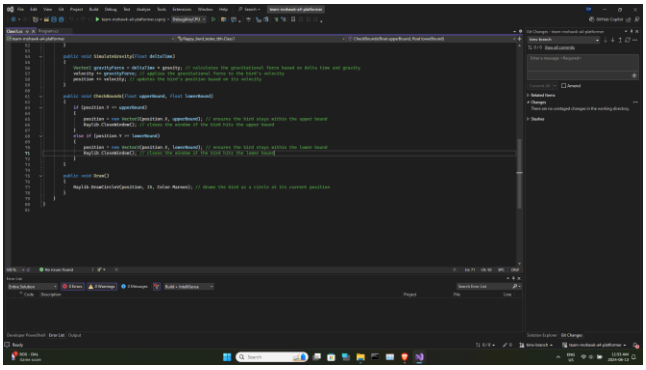
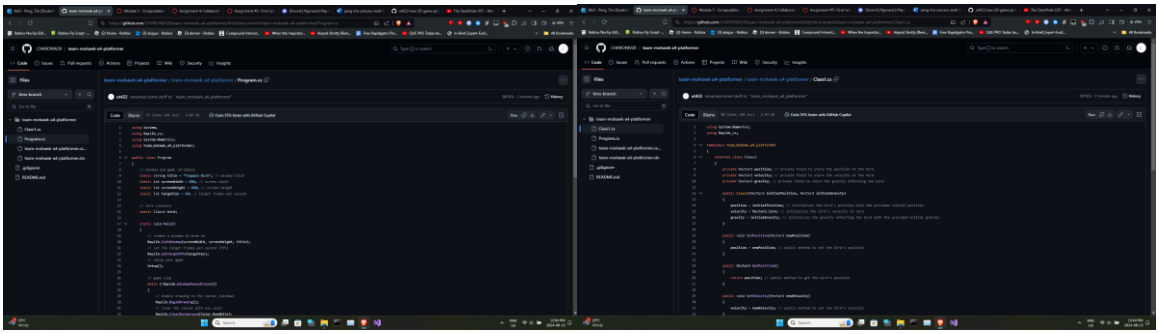
(I suppose this could technically be the first project where I learned to properly create another file for the class file, instead of bunching it all in 1 "Program.cs" file...)

the only main issue is how to make the main "Program.cs" interact with the class1 cs file, but after a while, I managed to create an instance of the Class1 class in the "Program.cs" file to manage the bird's behavior.

(later on, I had another issue where the code would display a "build error" message when I tried to test it. The thing is, it previously worked multiple times when I ran the program. The instructor told me it could be several things, like small updates, changes, etc. Turns out I forgot a semicolon at the end of "using flappy berd tester tbh".)







4.5th code revision: changed certain stuff from “flappy berd tester tbh” to “team_mohawk_a4_platformer”