20

15

| 0 | 1 | 2 | 1 | 1 |

if 0 — dir
if 1 = ground
if 2 — Power

Program
- Display 20/15 Matrix
- Vector4 (x, y, Tag, CollisionTag)
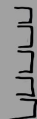- When Tile is clicked, Mark and export 20/15 Matrix to txt
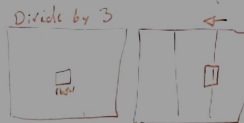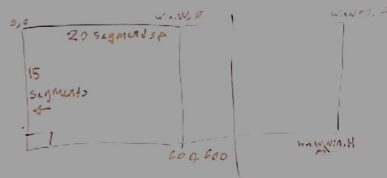
- [v4, v4...
- [v4, v4...   ] In game Load Matrix
- [v4, v4...   ] and display Correct Tiles

0,0   win.W, 0   win.w, 4

20 segments sp

15
segments

1   600, 600   win.w, H

Divide by 3

[box]   [box with mark]

- If player
Collides w/Division
Apply Offset to
window.X
- Player stays Stationary

Note: Explore Graphics Library
- Classes have diff Attacks (OMG)
-

Level data

3. Array Size - Redundant
1. Tile Size
2. Level Size
4. Tile Type

eg. 50-3-Level data

Load Level (FilePath)
→ rows = winH / tileSize
Cols = (WinW / tileSize) * LevelSize
TileArray = rows * Cols
⌐ Pos index = 0
for row in rows:
    for col in Cols:
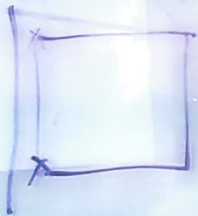   vec2 newPos = V2(col * TSize, row * TSize)
        tilePositions[PosIndex] = newPos
        PosIndex++
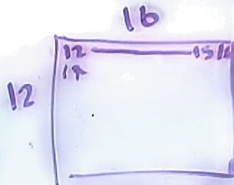
for tile in tileArray:
    tileArray[tile] = new Tile ()
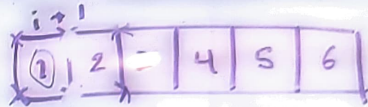   tileArray [tile] . Position = Positions (Tile)

16

12

x_1 x_2

x_2

16 ——— > 50

If Array[i] > 16:
PowCount = i - 16
↑
This

i > 1
(1) 2 - 4 5 6
If i+1.CanCollide

If(x_1 < Tx_2 &&
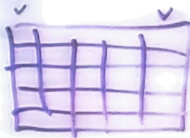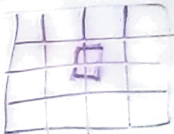
Try Keeping
track of
Surrounding
tiles
near player

Spud Rush

Level 1 — Start / Exit

Level 2 — Start / Exit

Level 3

Level 4a

4b →

4c →

This did not work with my Tile editor

Scrapped to gag End

End

Pixel Paper – 800 x 600
Graph Paper for Screen Coordinates

Title.

Player

Sprite I made is too funny to change →

when it hits → win Screen

top of screen

Play win music

Background lifts

win screen
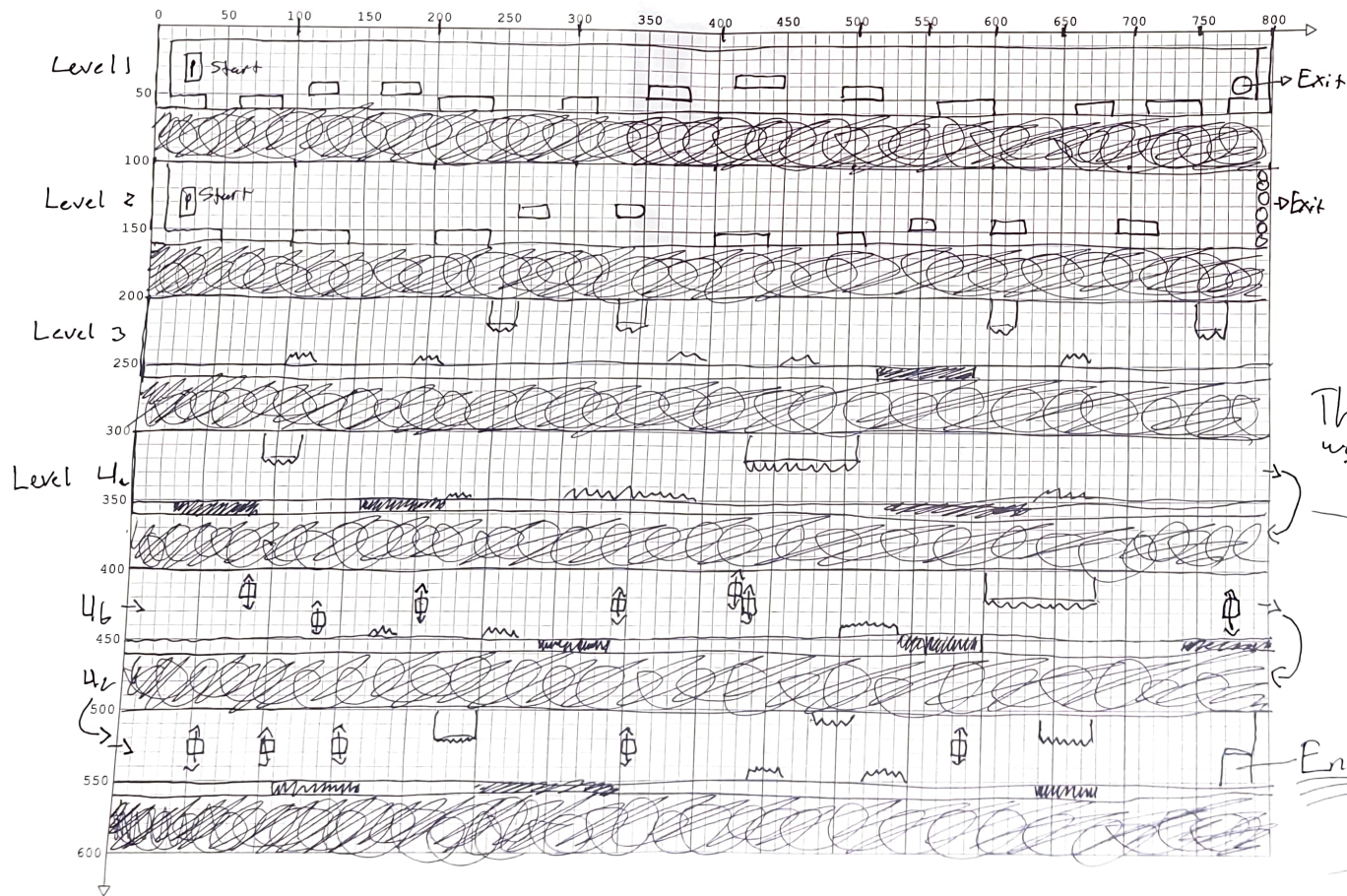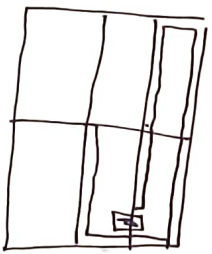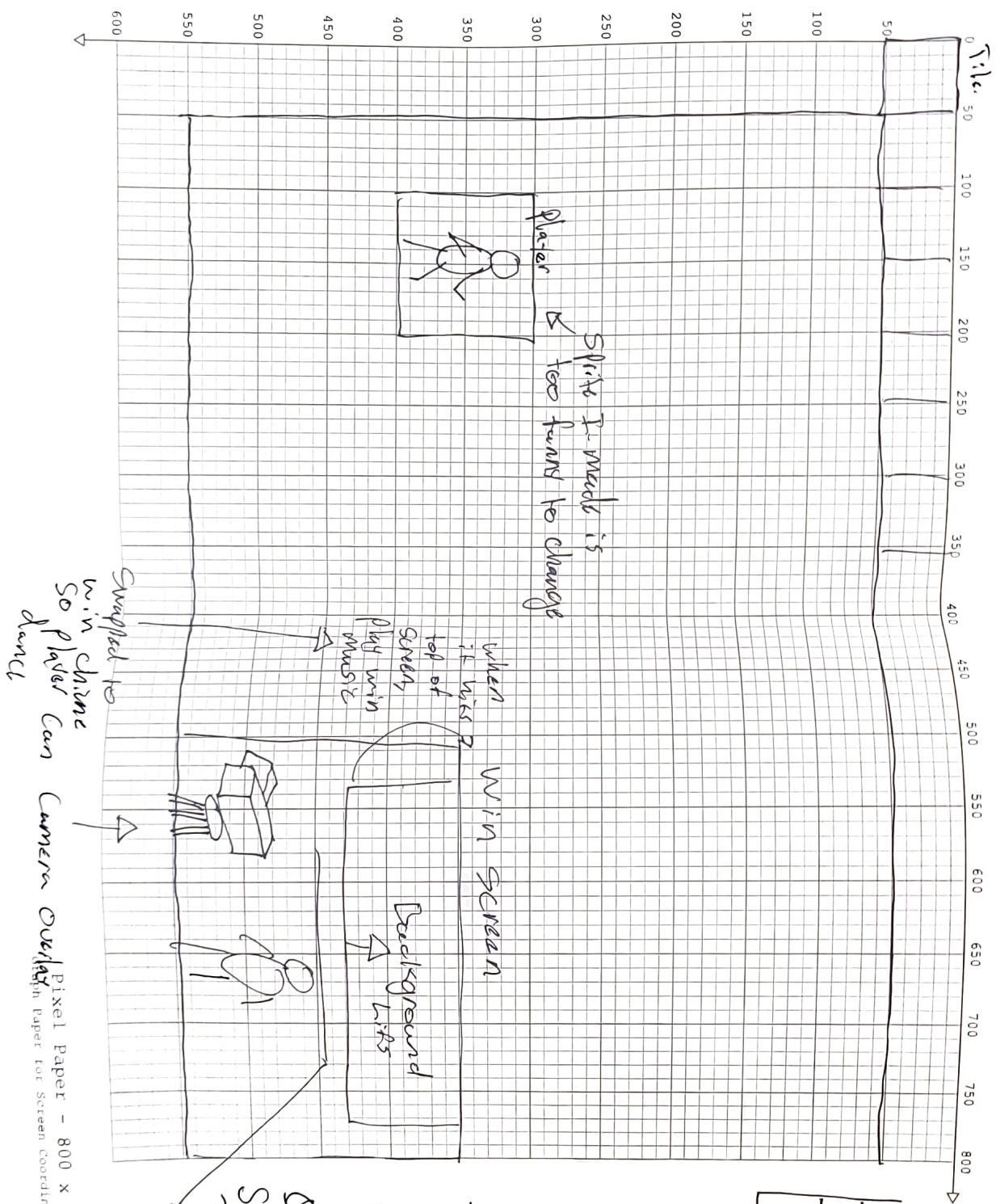
As player moves up/down Left/Right, move Level app.

This doesn't work well with gravity!

Change to SideScroller

Swapped to win Chrome So Player Can Camera Overlay

Added gag text

Game Window

Score: 1337

2D Ga...
Blunde...

Speed...
Game

Game window

Bound | Bound

When player hits Right bound, move tiles to Left, stop player move

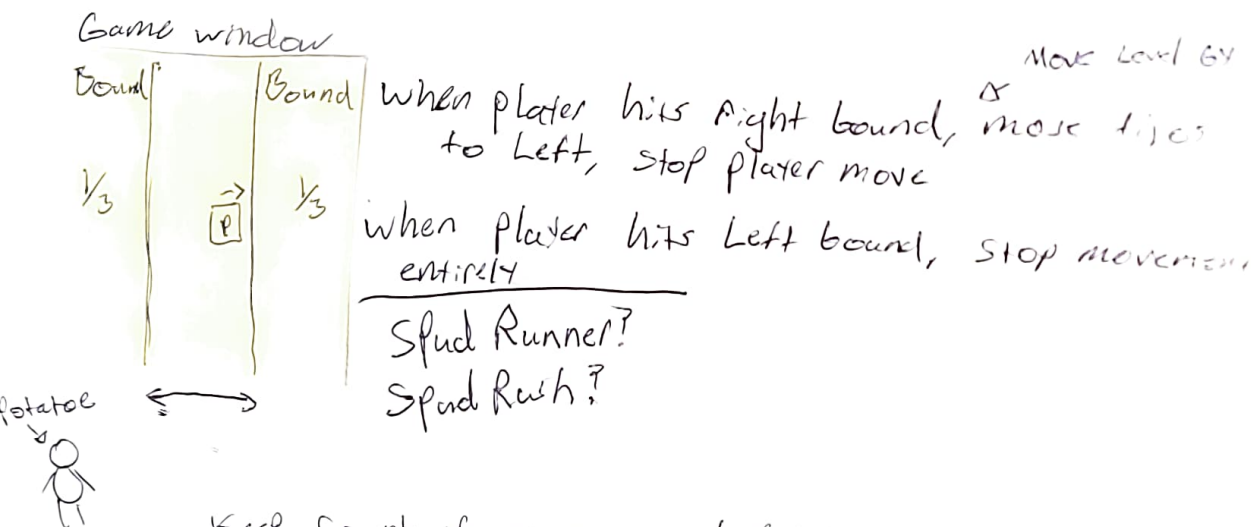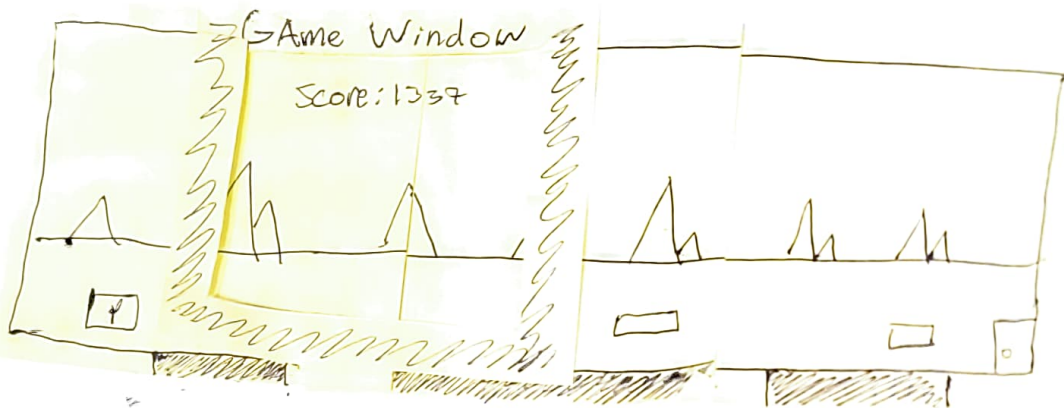When player hits Left bound, stop movement entirely

1/3 | 1/3

Move Level By

→
P

Potatoe
←→

Spud Runner?
Spud Rush?

Keep Count of scenes as before :)

Scenes

#0 Splash

Overlay Rect. A starts at 255 fades to 0 then back 255

This worked, Added Ambient Soundeffect

Menu #1

Title

Start
Level Editor
Settings
Exit

Settings

Difficulty

Volume

Issues with Sliders Removed

Issue with tracking

Revisit This

TopHat
Wide Brim
Visor
glass

gun
Staff
Bat
fan
Sword

#2 Level Editor

Platforms

Character Creator
Hats | Weapon
1 2 3 4 | 1 2 3 4 8

Level one 8 screens
Mountains

Level two 3 screens
Buildings

Level three 8 screens
night

16 screens
Long Speed
(Dodgerthon)

Handle this Logic together to Keep Audio Persistant