

BLOCK MANIA

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Progress Report

Since the initiation of this project, I have mainly focused on look development have created all of the visual assets that I will be using. On the technical aspect, I have managed to find myself in quite the conundrum.

For one thing, integrating a physics system appears to be far more challenging than I initially realized. Creating solid objects that the cause collision with the player's avatar may prove too advanced for a beginner such as myself. So, I may have to resort to toning what I originally aspired to achieve, and will resort to working out the more simple bits for the time being.

On the plus side, I managed to integrate the player's avatar as its own separate class away from the main script, and a ground base for players to walk on. The jumping and crouching mechanics seem to function well. Finally, I also managed to make a solid object that players cannot phase through, although it may need some further tweaking.

My plan for now is to work on simple obstacles that players must avoid such as spikes and lava blocks. I'll look for another way to initiate constraint in the event that I am unable to create the platforms that I originally so desired.

I will rather focus on what I know that I can accomplish rather than trying to do something beyond my capacity, at least for the time being, since I wish to not spend so much time trying to figure out something to no avail. Not to say that I won't try of course.