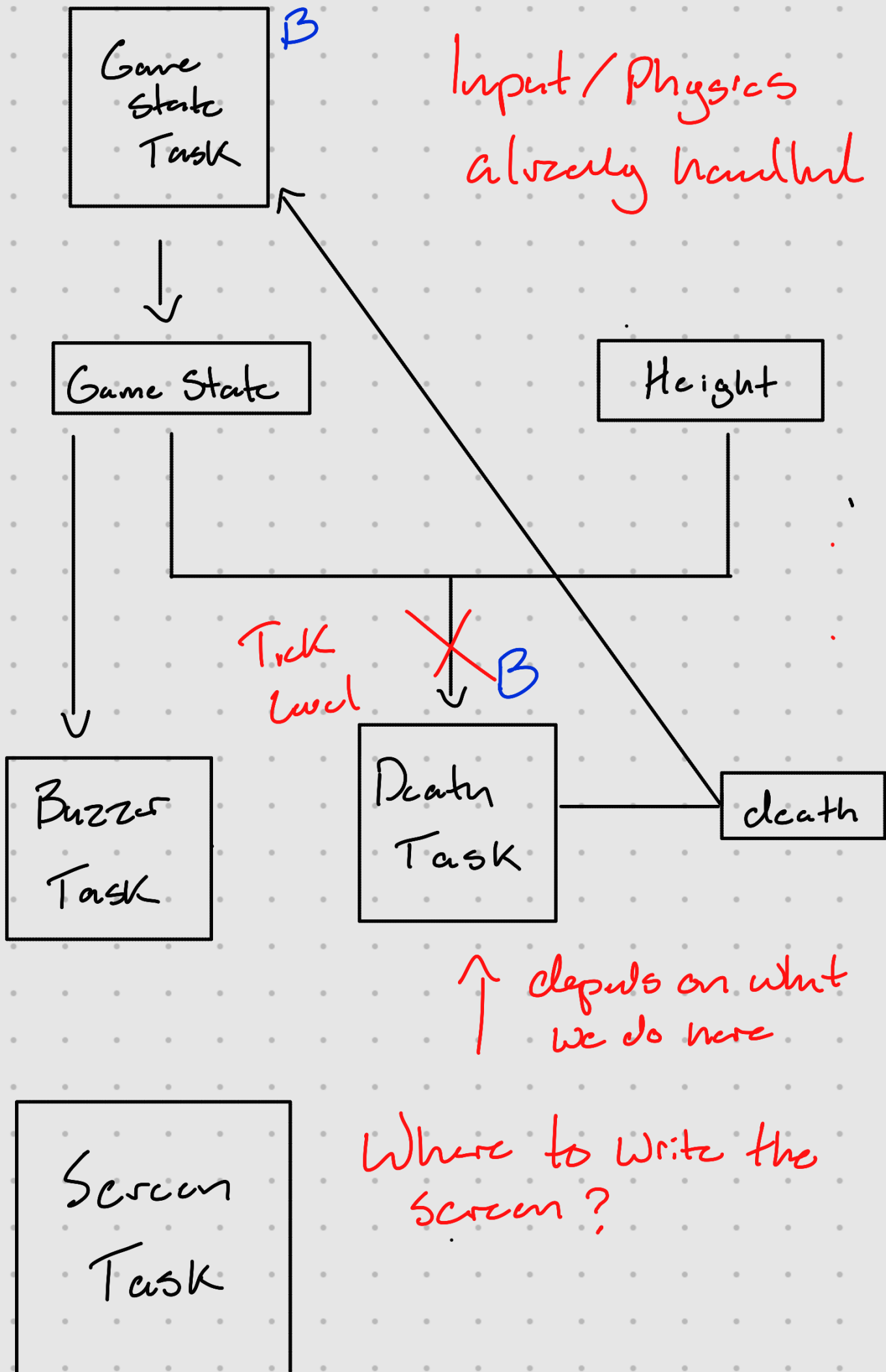
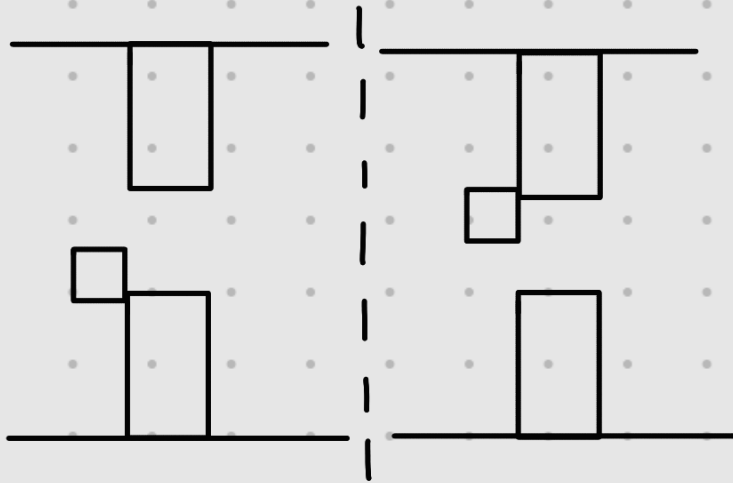
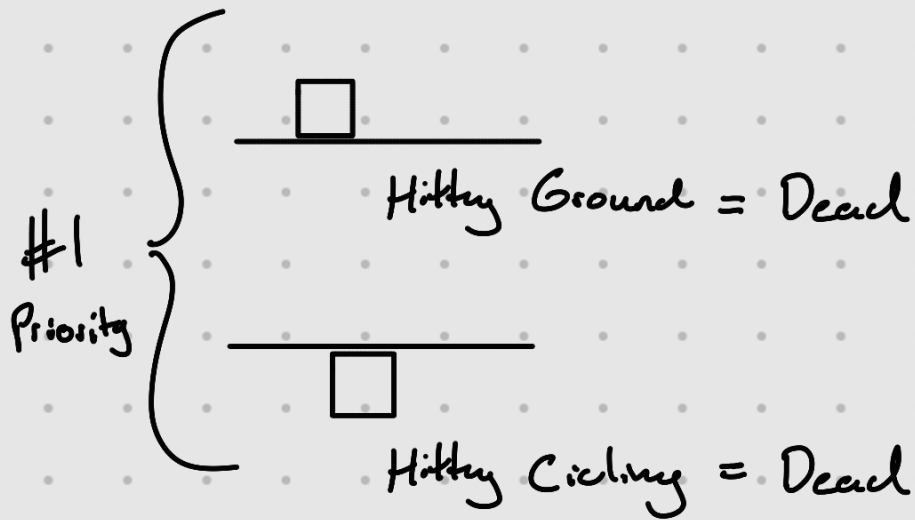


Penne



# // "Are we dead yet?" Task

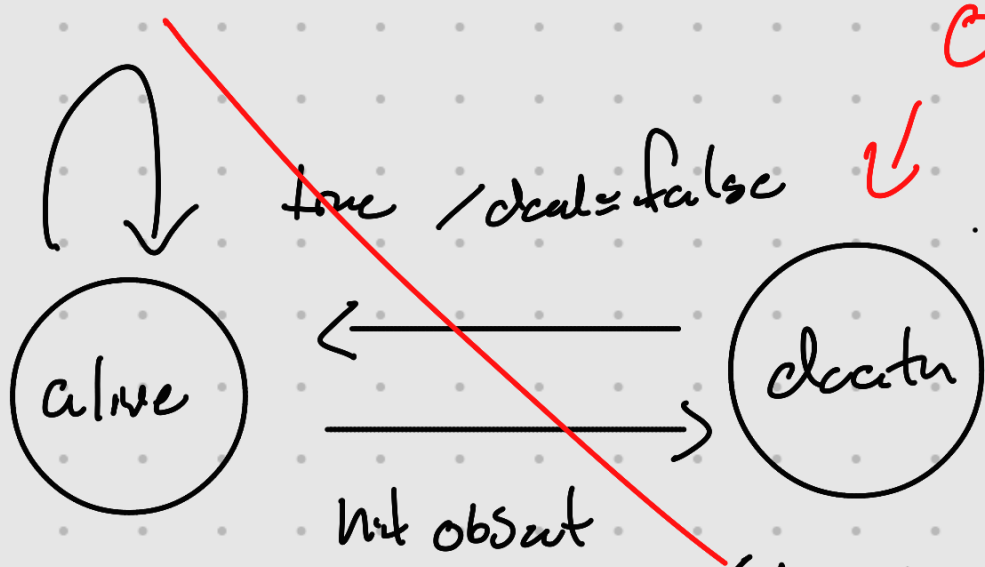


Hitting a Column = dead

## What do if we die?

What about

! Not based



Only raises  
death flag

Global deal = true

Causes reset

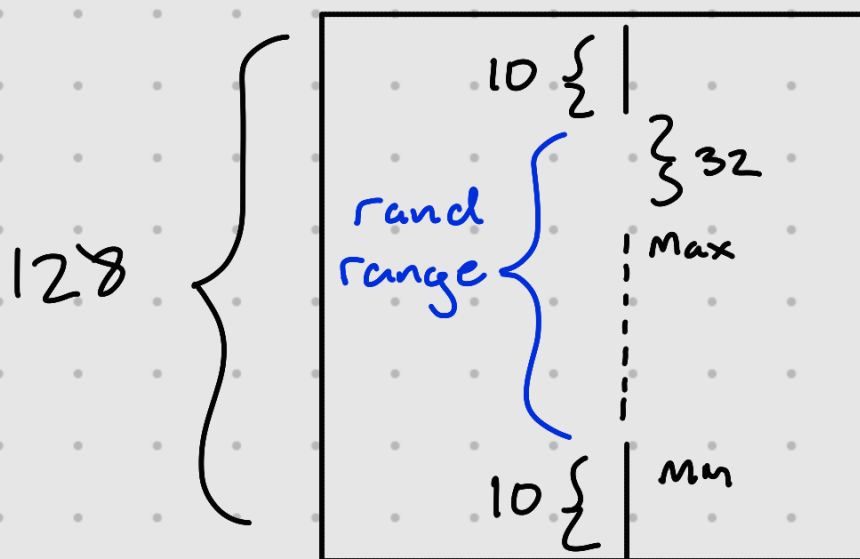
In Game state task  
In Playing state

Score ++; Earn Column passed  
at time t

If cnt < t  
cnt ++

else  
Score ++;  
cnt = 0;

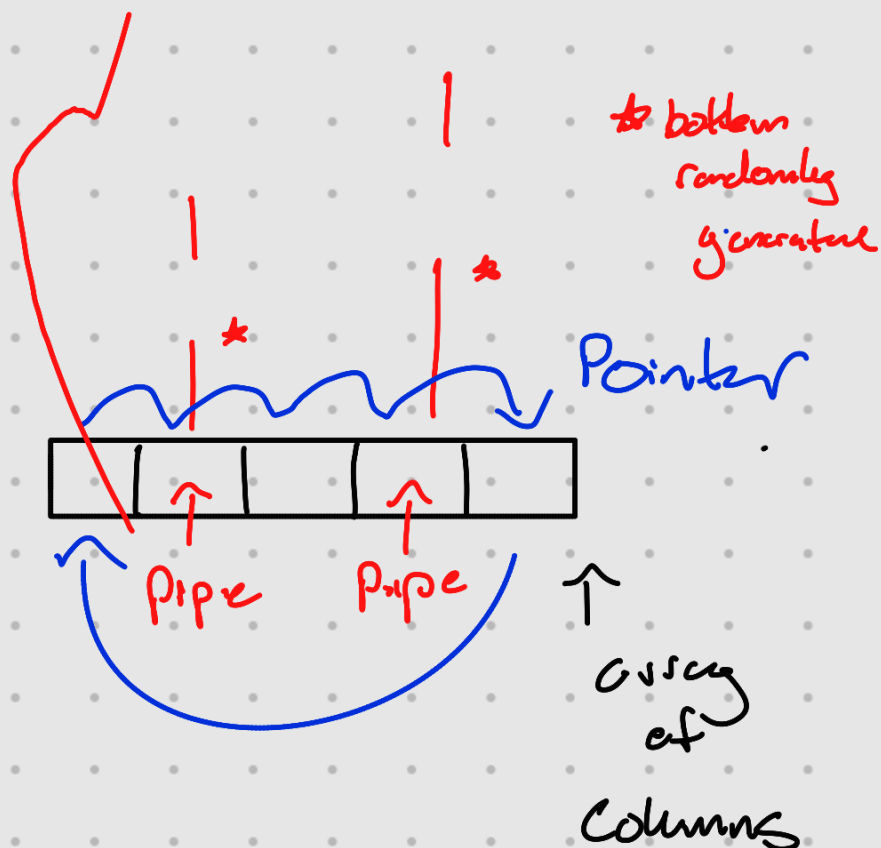
# Level Creation



$$\begin{array}{r}
 128 \\
 -10 \\
 \hline
 118 \\
 -32 \\
 \hline
 86
 \end{array}$$

## "Carousel" Levels

Struct Column {  
 bool Pipe  
 Int bottom  
 Const Int gap  
 }



Each tick/frame

Advance Carousel Pointer

Check Collision

Level Task

Global curr-column;

int i = 0;

game-state == play /

i = (i < LevelSize) ? i + 1 : 0;

curr-column = Columns[i];

If i == 0 create level



game-state == play

game-state != play

If game-state = Reset

i = 0;



game-state != play

curr-column = Columns[i];



check

RESET

Start

on  
Death

in  
Tick Menu

Death Task

Requires  
a Current Column Task

Global dead is  
Global Curr-column is



If height  $< 0$

|| height  $> 128$

gamestate = RESET

If Curr-column.has\_pipe

|| (height  $<$  Curr.bottom

|| height  $>$  Curr.bottom  
+ Curr.height)

Can create  
new level  
can clear

Reset  
In Tick Manu

game-state = RESET

