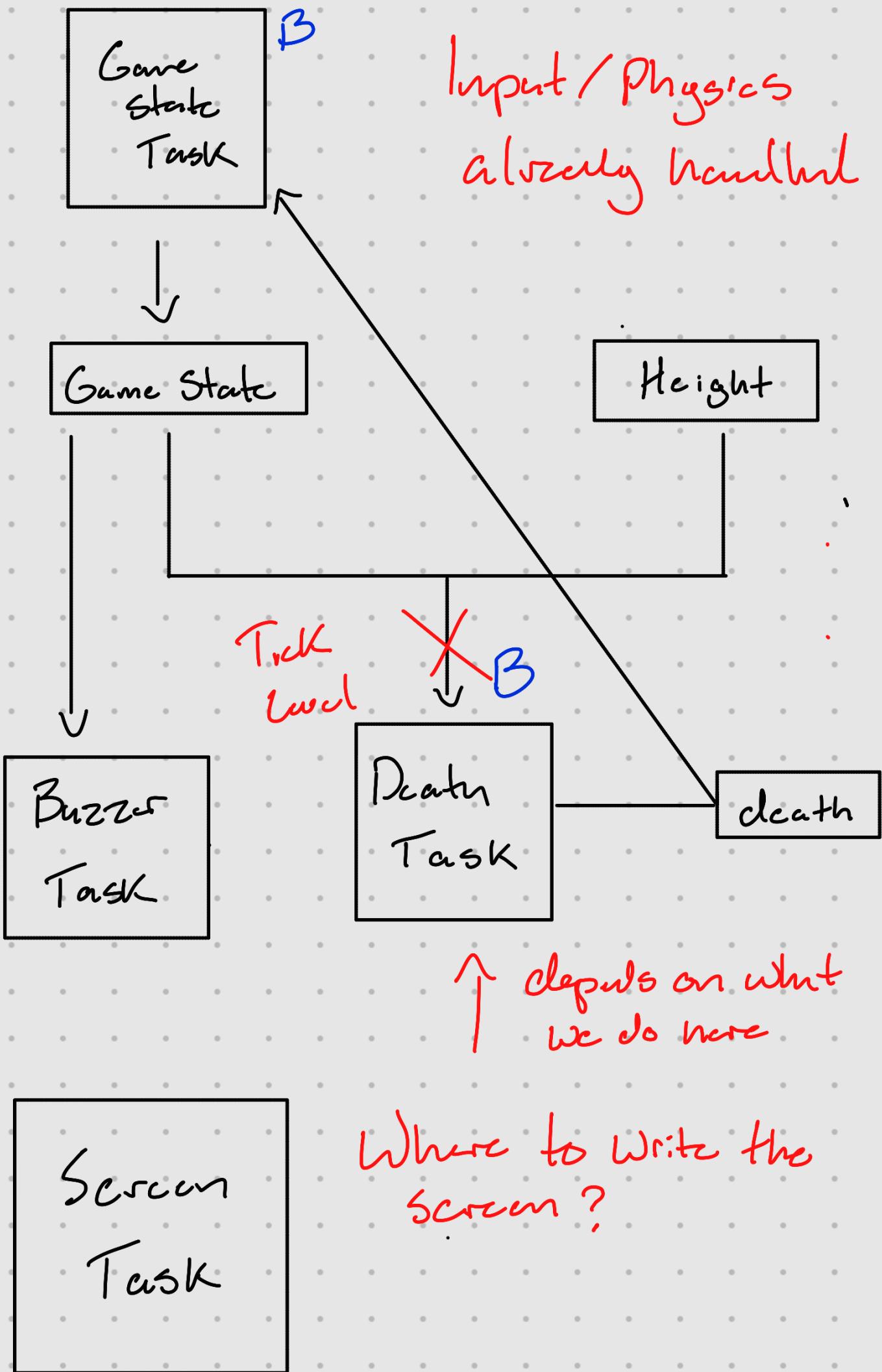
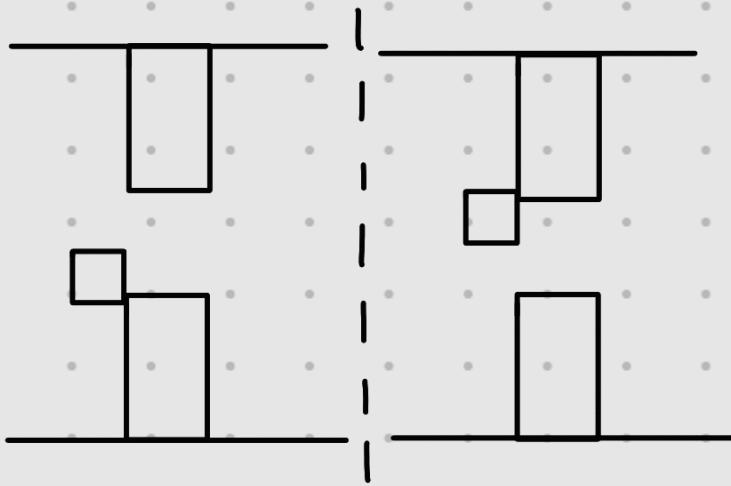
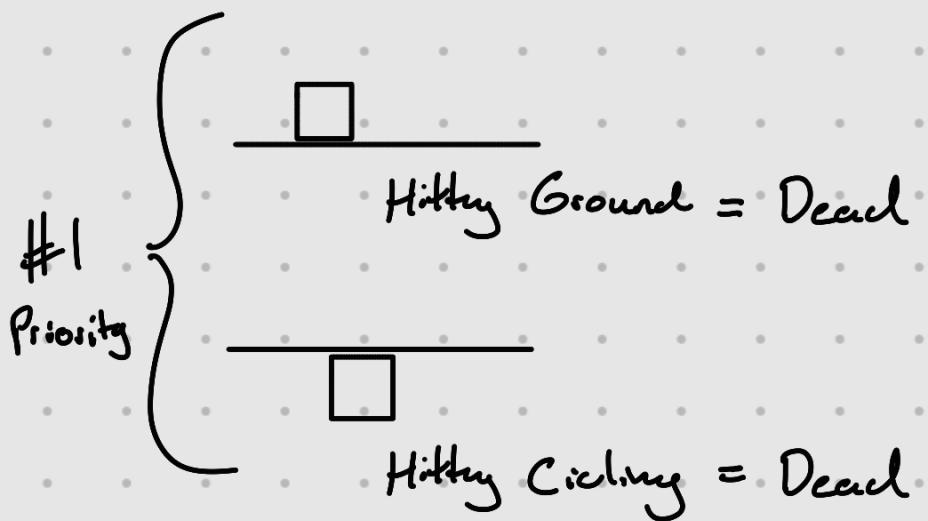


Perme

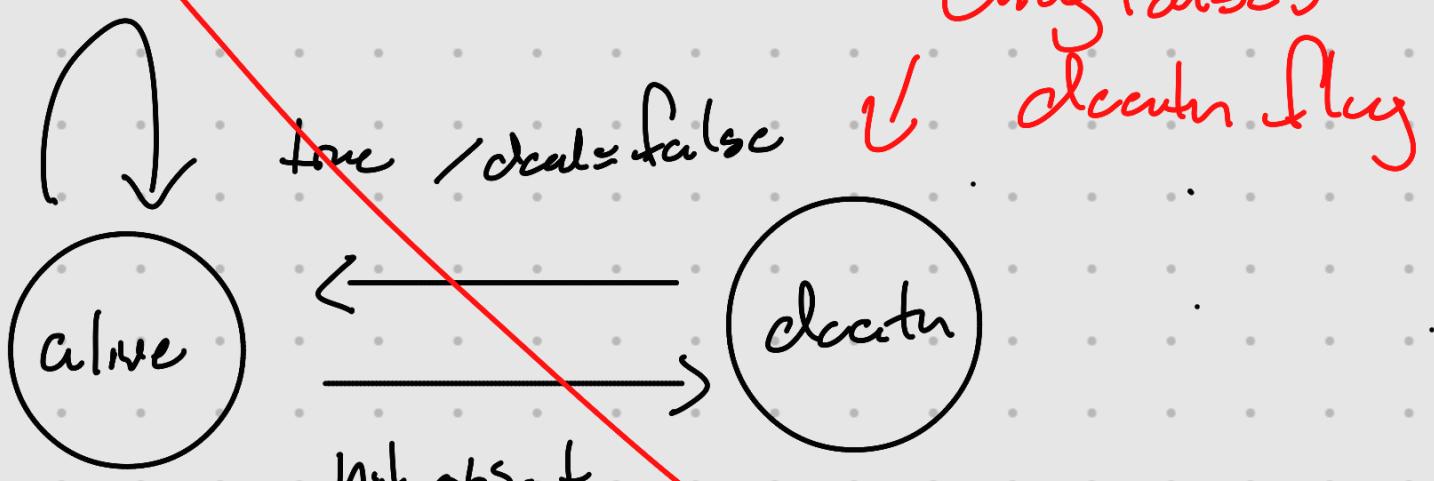


# "Are we dead yet?" Task



Hitting a Column = dead

What do if we die?



Global deal = true

Causes reset

In Game State Task

In Playing State

Score ++; Exam Column Passent  
at time t

If correct

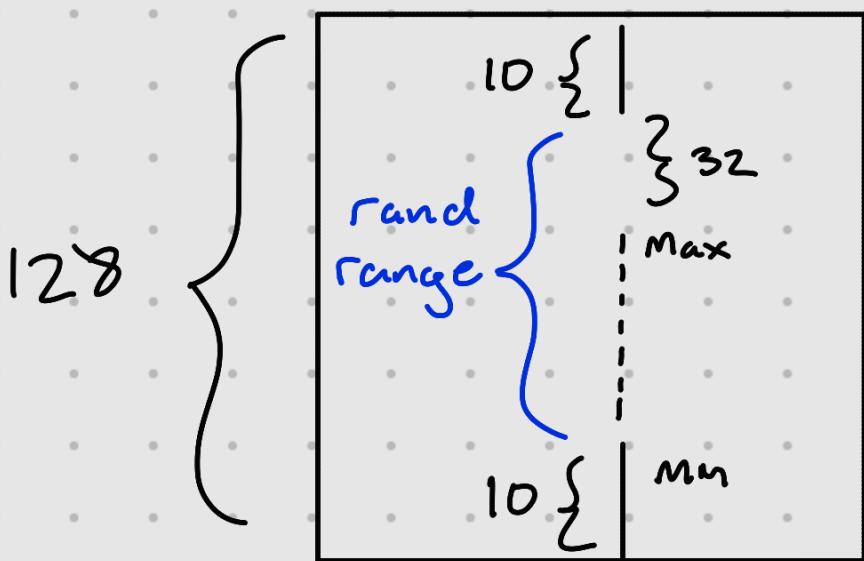
Cut ++

else

Score ++;

Cut = 0;

# Level Creation



## "Carousel" Levels

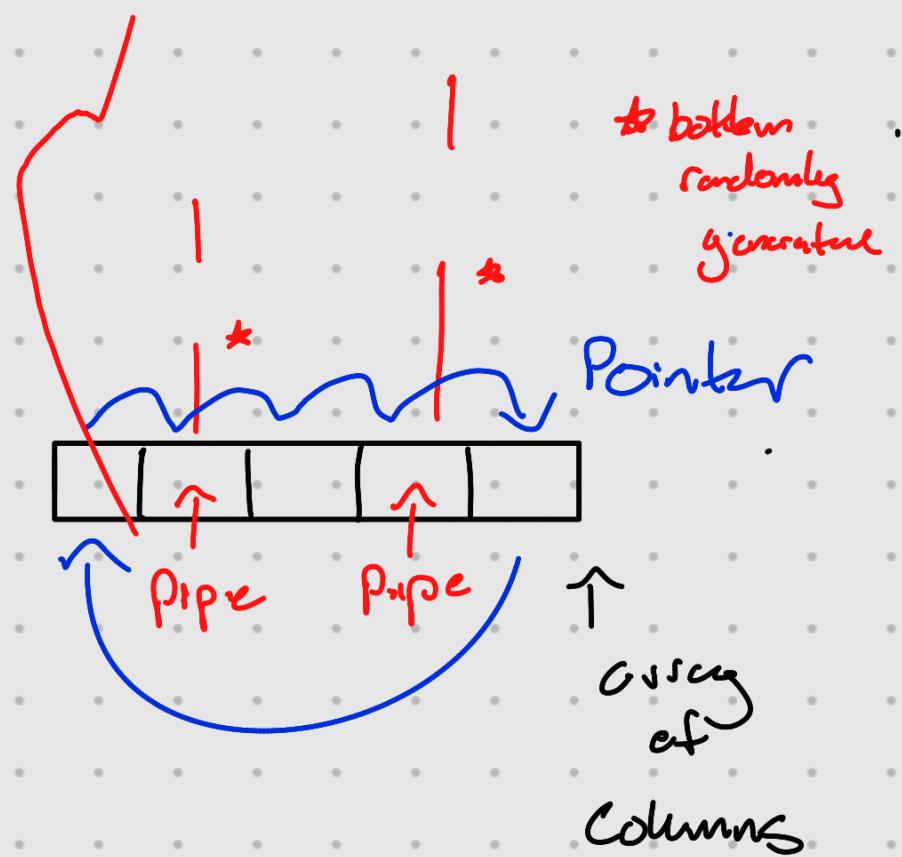
Struct Column {

bool Pipe

int bottom

const int gap

}



Each tick/frame

Advance Carousel Pointers

Check Collision

Level Task

Global curr-column;

Int i = 0;

game-state == play /

i < LevelSize ? i+1 : 0;

Curr.Column = Columns[i];

If i == 0 create level

Curr-state == play

game-state  
!= play

If game-state = Reset

i = 0;

STOP

game-state != play

Curr.Column = Columns[i];



Check

~~RESET~~

Start

on  
Death  
in  
Tick Manu

## Death Task

Requires  
a Current Column Task



Global dead;  
Global curr-column;

If height < 0

|| height > 128

gostate = RESET

If curr-column.hac-pipe

do (height < curr.botton

|| height > curr.botton  
+ curr.an)

Can Create  
new local  
curr clearon

Reset  
In Tick Manu

gmr-star = RESET

