

Player Physics

Sets

Global Height

Uses

Global Game State

Period _____ ms

Int speed; Speed

Int accel; Acceleration

Int terminal; Terminal Velocity

Int Cnt = 0; Tick Timer

Int hangtime; JumpTime How to model "gravity"

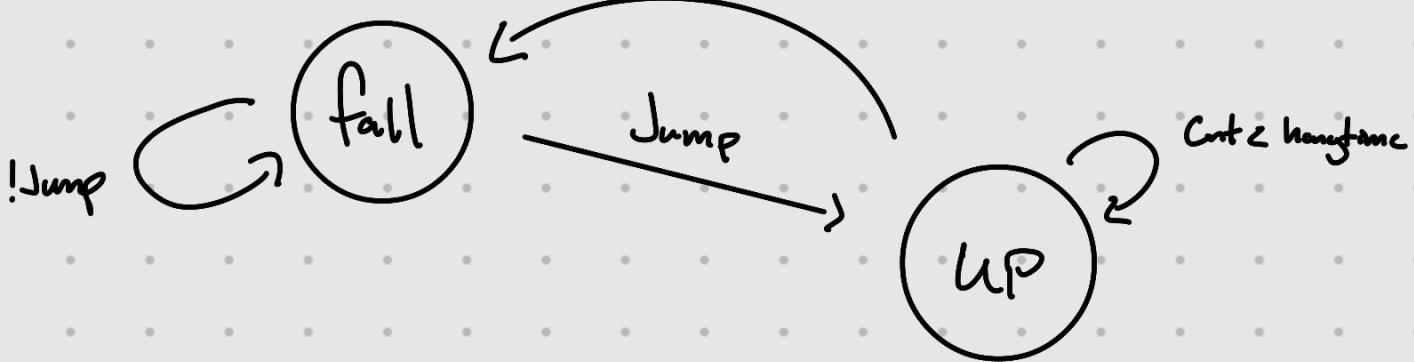
Int Vertical; Jump Power

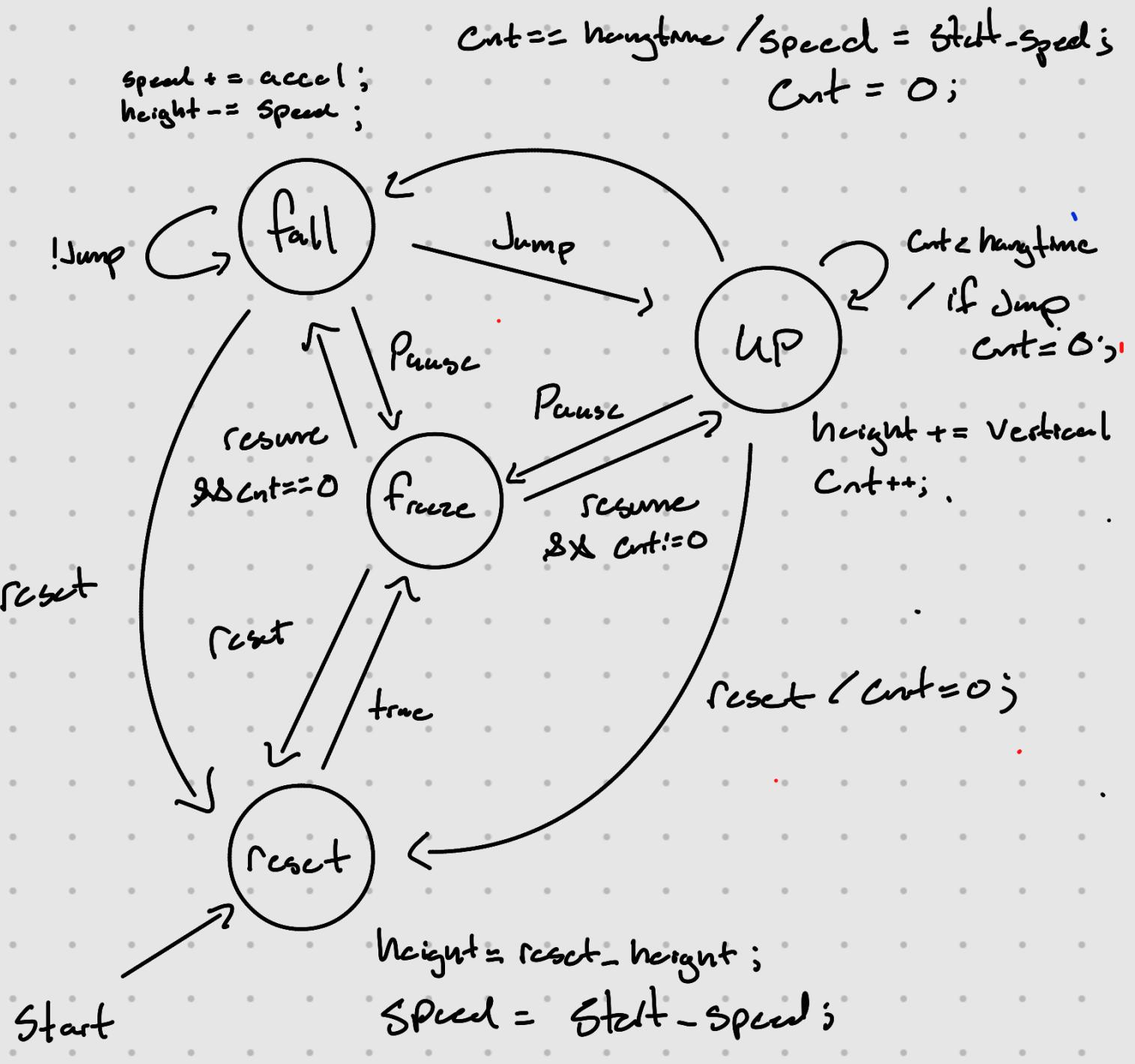
Int reset_height; Reset Height

States

Physics Only, no game stateSpeed += accel;
height -= Speed;

Cnt == hangtime

height += Vertical
Cnt++;

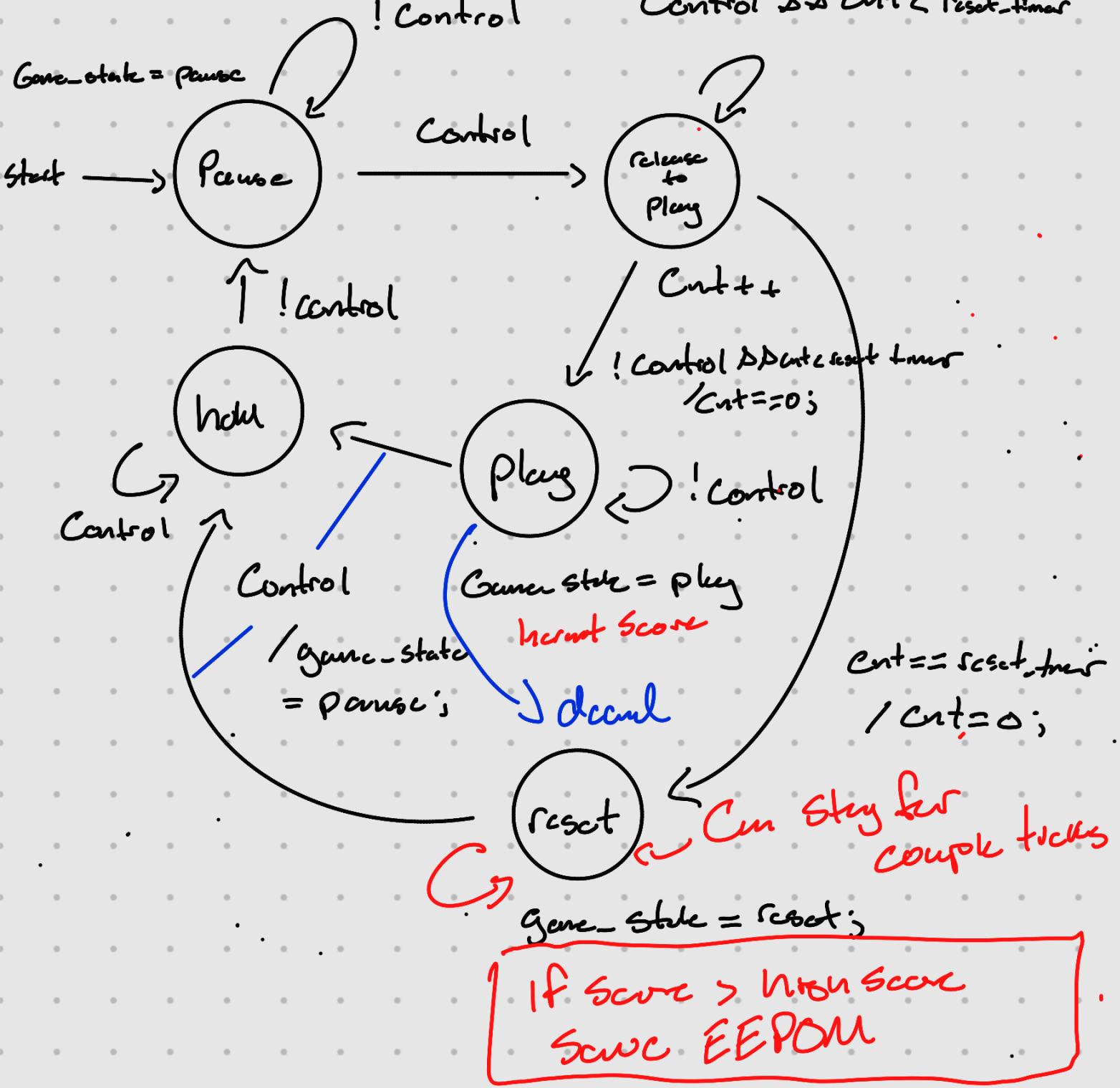


Game State

Sets Global Game state

Int cnt = 0;

Int rcsct_time;

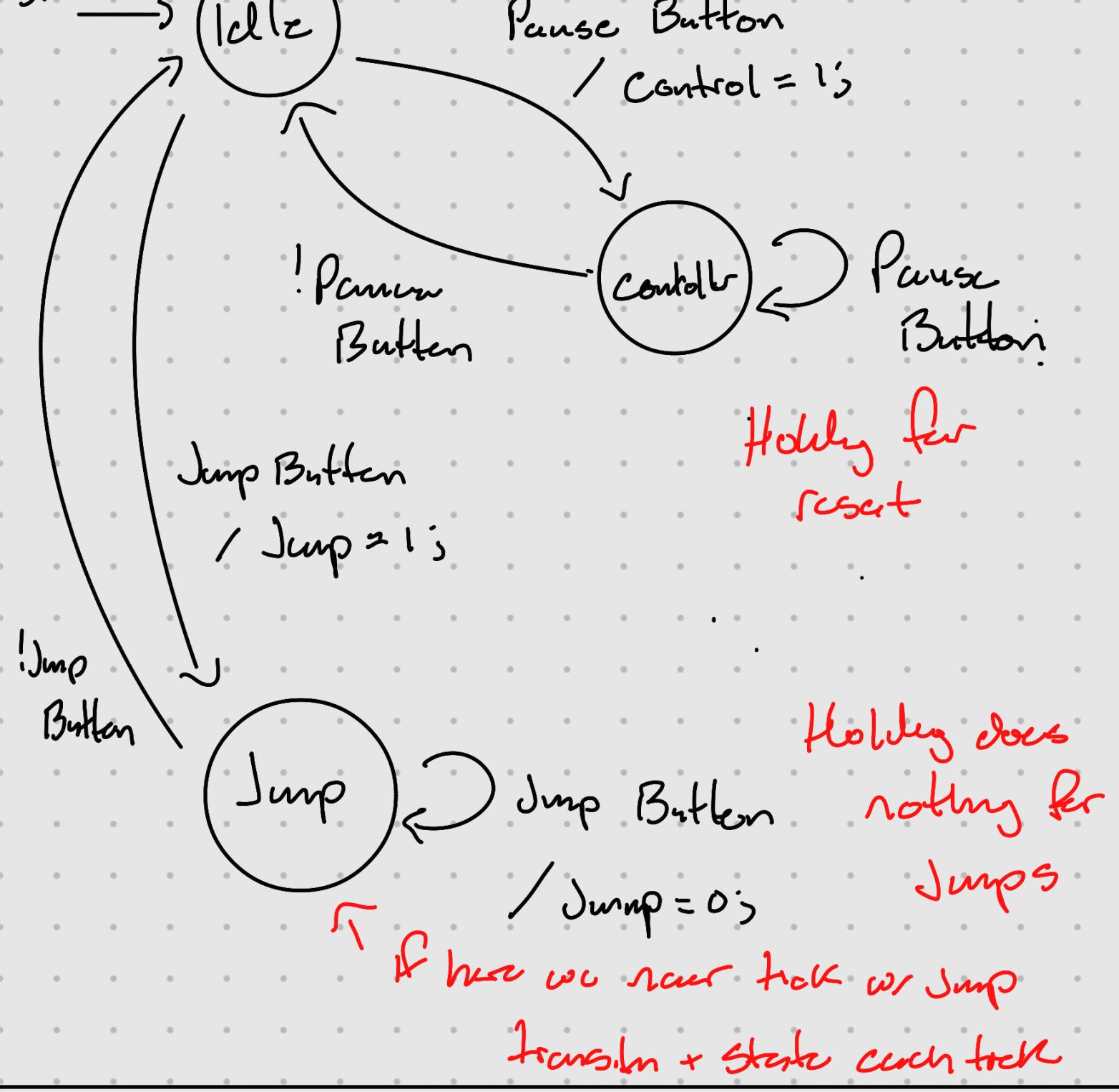


Button Task

Control = 0;
Jump = 0;

Sets

sots jump



Dev Log

- Set up main file task struct / Scheduling



• Continue Section Task Behavior



