Coleman-Dylan-a4-process

Problems:

- One of the main problems when I was doing collision checks was how to collide with the boxes and height with the code already there.
- Merging was also a bit of a hassle as it would give me conflicts when merging the two branches, but it wouldn't tell me exactly where. And when it did, it wasn't exactly clear.
- Coding starting to get long and tedious for the way I was doing the collision
- Some of my fellow group members needed help with basic layouts and github

Solutions

- I made it so that when it reaches a certain point, the Vector2 = new Vector (0,0). This means that they could no longer move that direction
- But this didn't solve everything as now they could not progress further, t0 counter this I added an if statement that if they press AWSD or Space, they could again.
- Again, this way too long and tedious so I create a simpler version where if you cross a certain position, it will stop that one direction.
- This was still too long and tedious, so I merged any blocks that was nearby into the same if statement and instead of stopping you, it just move you in the opposite direction canceling it out.
- Turns out with merging, you can set main to overwrite my branch. What I did was copy all of Main, put it into my branch and make changes so that when it merges it should have any problems.

- While I was more of collision checking, I also played a part in basic blocks and spike placing and helped give an idea so that Devon could create the rest of the map/

Scrapped

- There were a few scrapped ideas such as time implementation with the box collision and checkpoints. It turned out to be too long in a short timespan that we had at the time.
- Audios (at the time of this writing) were mostly scrapped as one of our group members mainly for audio broke his hand and was set back in the plan. The only audio added was the one at the end of the game
- In a certain part of the map, there is an invisible wall that prevents you from going left. This is intentional as the time of coding the collision was taking too long for it and the Sheild (Doesn't exist) was supposed to be there
- The shield was scrapped as it served no purpose in our game
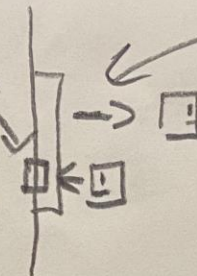- The secret room, although added, proved to be too long and unnecessary and is uncomplete
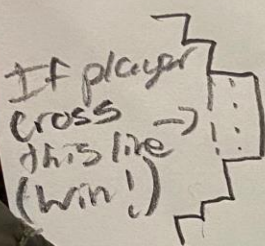
Teleportation

Player Position
= new vector 2 (x, y)
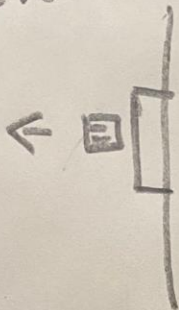
If
player
reaches
(x, y)

If player
B within
x > and
< x, then
player position

= player position
+ mae

If player
cross
this line →
(win!)

End