Module 7
Selection

Lecture
Selection in Games

Module 7 Learning Objectives

Bloom Level	Number	Name	Description	Course Learning Objectives
3: Apply	1	Basic Selection	Develop a console application that uses if and/or switch statements to control program behavior	Basic Programming Concepts
3: Apply	2	Collision Detection and Resolution	Develop an XNA game that uses selection for collision detection and resolution	Basic XNA Concepts,Basic Programming Concepts

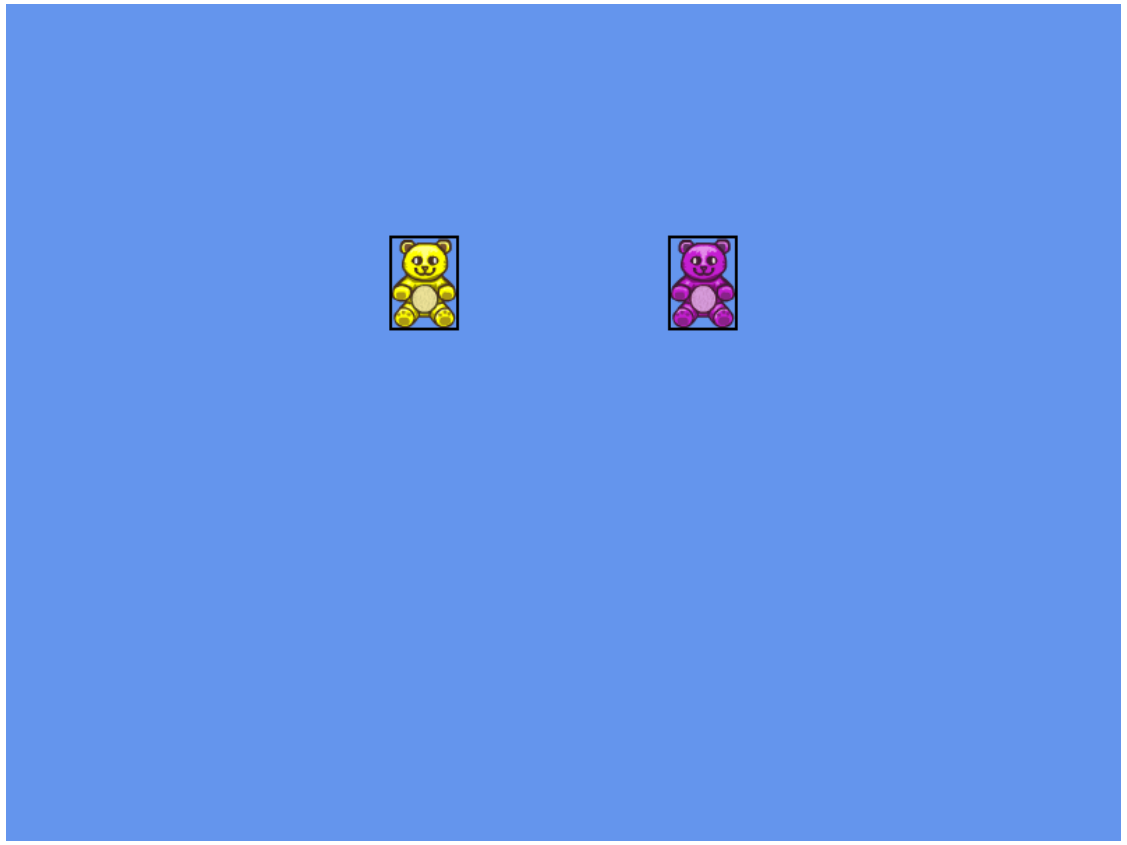
Over the last two lectures, we've looked at the various forms of the if statement and the switch statement

This time, we'll look in detail at how selection is used when we implement games

In-Lecture Quiz

Bouncing off the walls

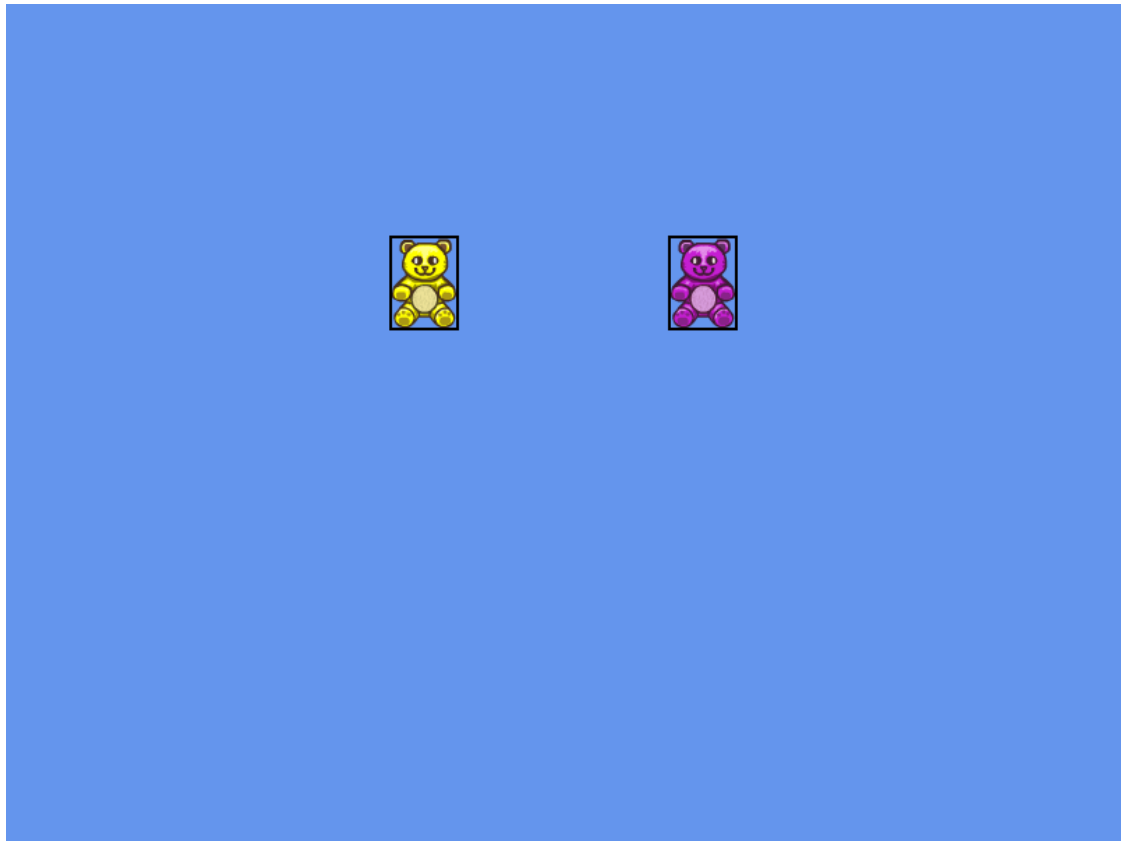
- A: is fun
- B: is easily implemented using selection
- C: is hard if you're wearing a velcro suit
- D: is hard in the middle of a field



In-Lecture Quiz

Collision Detection is

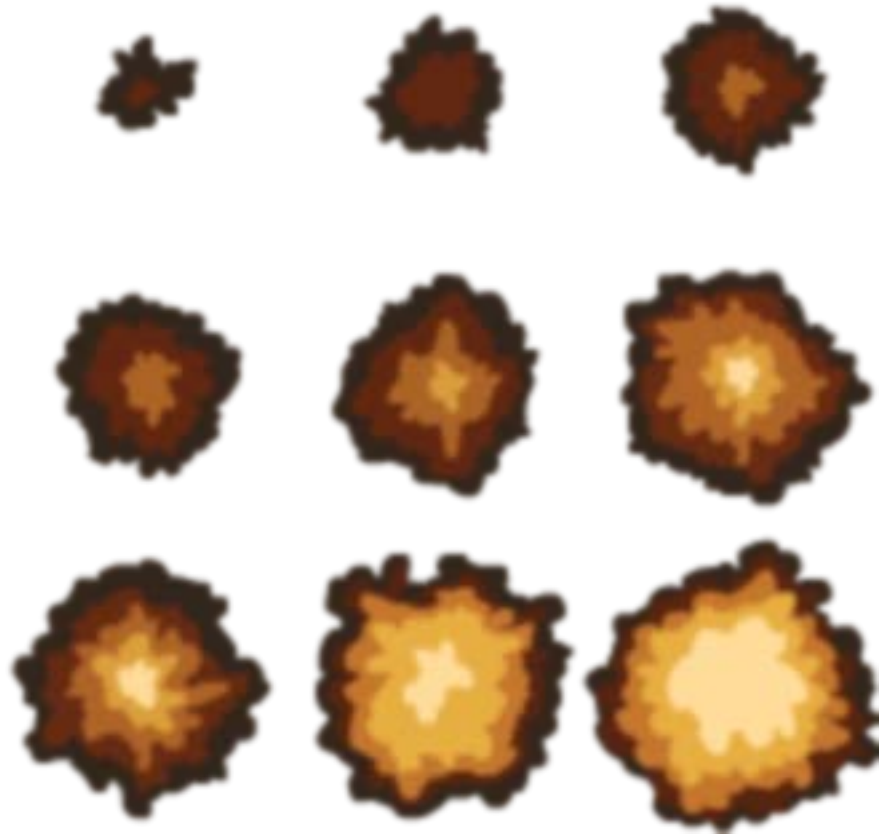
- A: environmentally whack
- B: easy
- C: weird
- D: the bomb



In-Lecture Quiz

Collision Resolution means

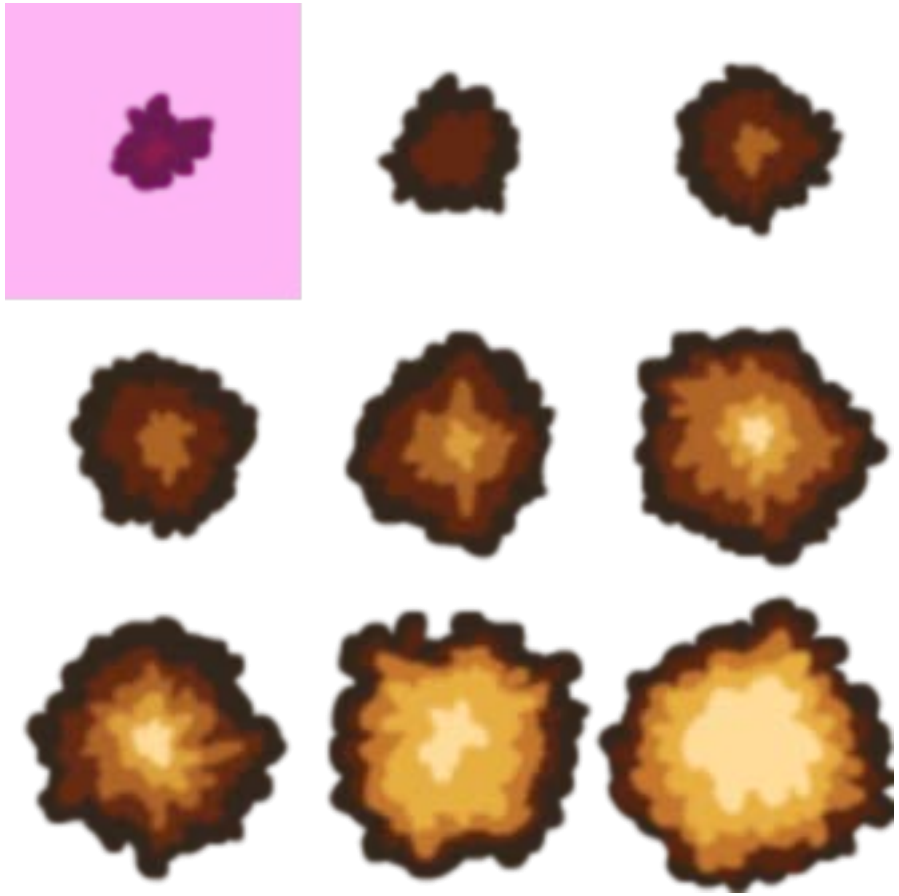
- A: blowing things up
- B: injuring things
- C: damaging your car
- D: making it so everyone just gets along

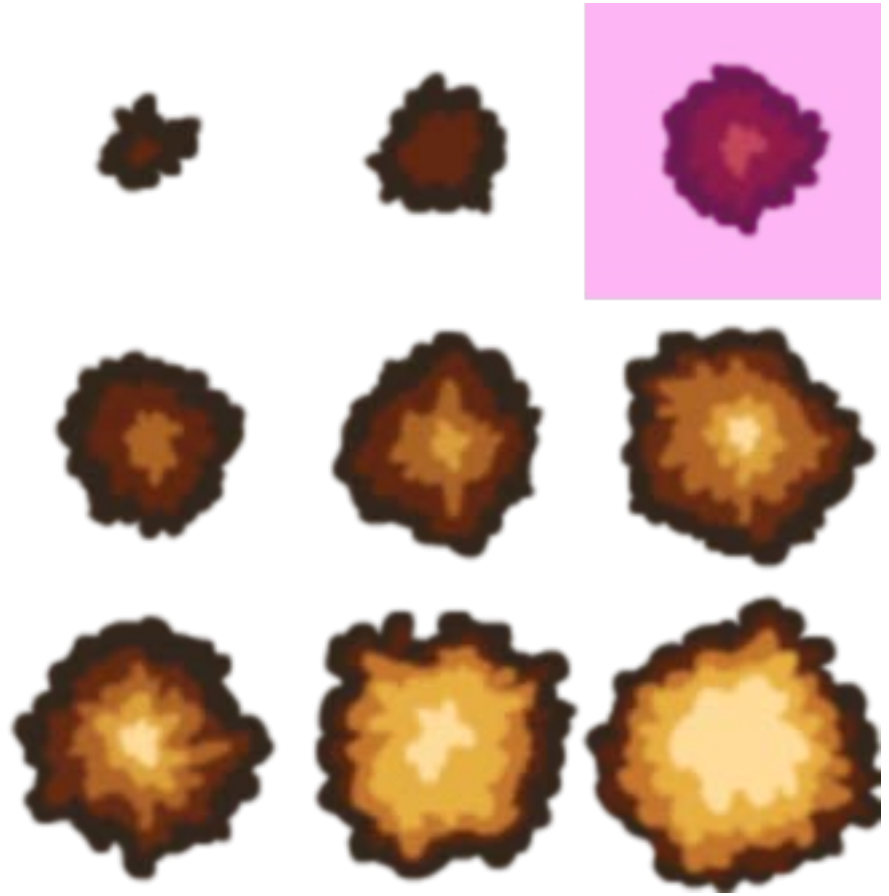


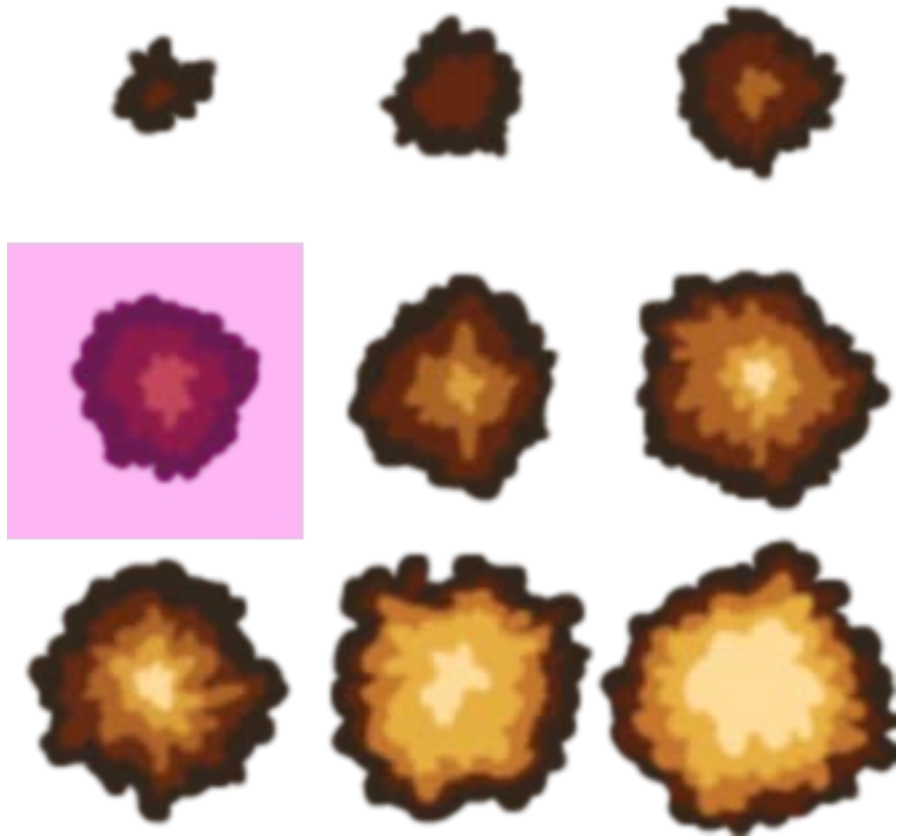
In-Lecture Quiz

When we talk about sprite strips, we mean

- A: disrobing teddy bears
- B: sets of sprites for animations
- C: mythical woodland creatures taking off their clothes because they drank too many Coca-Cola products
- D: what are you TALKING about?







In-Lecture Quiz

We keep track of the elapsed frame time for an animation so we can control

- A: my personal jetpack
- B: the world
- C: the frame rate
- D: the animation speed

- Recap
  - We showed how we can use selection for actual game behavior
  - End of Module 7
- Next Time
  - We'll (FINALLY!) start learning how to let the player interact with the game world