

Term Project

Saturday, July 30, 2022

2:42 PM

Grappling Gary Remake

- Make a bomb object
 - position, exploded or not
- Make a grappleDrone object
 - position, dead or not,
- Make gary object
- Add bombs to a list
 - Add grappleDrones to list (or in a new list)
- Missile powerup = pathfinding (Maybe????)
- Increase combo counter if gary near bomb
- Gary == dead if he touches bomb
- AI to drop bombs lmao
- Camera moves if gary is above the mid point
- Gravity

Random Algorithm:

- Stage size from 1-4
 - Has to include at least one drone
 - 1 is just a drone
- increases of harder stages based on the amount of points you have
- stage 4 generation
 - have a list of everything
 - at the end, make it into bomblist and dronelist
 - circle bomb over normal drone pair
 - list inside list of everything
 - recursive flatten at the end
 - different options = bomb
 - another option = drone

- another option: drone
 - must have at least one drone r
- drone and bomb pair where the drone rotates

Race Gamemode

- Reach a certain height
- Create a path from a player to drone
 - check along the path and see if a bomb would hit it
 - use a while loop/for loop in timer fired
- Check the position of the bombs in those positions
 - Check all of them??
 - if it hits the bomb, pass

Recommended Path

- get position
- loop through different drones
 - loop through all bombs and a singular bomb
 - "move" character through the path it would take if the character was moving there
 - "move" everything else as well
 - ◆ calculate velocity vectors
 - ◆ use gravity function, do not use .move
 - check if it intersects with anything at every tick
 - ◆ if it does, move onto next drone
 - if it doesnt, highlight that drone
- after player intersects with drone, calculate next row

What recommended path should do:

- Make a future character (not actual, "future character")
 - Recreates movements that the actual drawn character
 - Use the movements methods with prefix "future" (see objects.py)
- Send the future character to all drones in a while loop
- if the future character hits bomb, go onto next drone
- else,

