I decided to delete one or the classes
for movement and antined it into player
Class.

The first thing I wanted to get started
with war the tente. In the player class
I directed a constructor for each
of directions the teak can face.
I also rated variables for drawing the tank
Change of plans, I am going to create just
a significant the tank and have the squire
move cround, My test is going to involve
creding a simple mechanic in the cone class
before neving into 15th own class.

Movement worked to see you windles
the movement worked to see you windles
I needed and put they in my player doors

Class with player movement figured out. Now I'm
gothac clean the movement of a little
I'm disagona and some boxic
Collision by two my the the tank portion of
the screen probably ust an
Statement for now.

At this point I had figured out left notities
Randary, however yet down bardards
overed not working

MAR25
General concept: A tank that you drive around, firing at targets within time limit. Mechanics: - Tank drives in direction of travel only by holding space. Change Direction - Shoot rounds with F - Rounds hit tanget, target disappears - POSSIBLE add gravity to rounds Encapsulation: render player movement munds targets Process: first Step is to setup my Github and create a repositor Now I will clone my repository onto my computer. Next I will octually create my project. All the typical setup things come next: Settlitle, windows size, FPS. clear background With that completed I created the classes for each of the encapsulation ideas above. I also charged the namespace on each class. What I did next was create a variable For each class in the main game

I doe node the collision a bool function

And could be set as false to make things

And control be set as false to make things

for x and one for y collision. I also made

for x and one for y collision. I also made

flux internal for new because nothing

else needs when a Realizing I actually don't

need collision to be a function and regular

pooleons will sufficient by movement using

WASD & a mechanic to prevent out or window

movement.

Next on the chapping black is to create:

Tangets that appear at Random spoits, a rotation

timet, ability to fire bullets and target built

collision.

Targets, I am creating the render function

for targets and possing a vector 2 Argument

too the position. I successfully rendered

alternation now I am working on a

array to create 5 superiors in a

array to create 5 superiors in a

array to create 5 superiors in polate it

keeps generating new random targets each

trane instead of keeping them, havever

If I throw It in setup then they

create stored variables?

Create array of random positions

I think the solution is sonna to to make thermoon variable harder) coded to make thermoon variable harder) coded targets top got the targets top got the targets top got the targets top the vector? Is not randomized every trance.

In the main game I just made a function called render ALL that had every render function I needed that I could call at aree. I also simplified the thoughest sode

* Note for future thinking:

Target detection Boot targets only render is hood targets only render in Render Allthir checked every frame in Render Allthir checked every frame in Render Allthir checked every frame.

I decided to make the bullets firing now. I needed:

- Roder

- Movement

- Space bar fires (rendering new short)

- Direction of travel is direction of fixing.

billets to work. The hope problem was a with referencing other variables throughout different classes. I also has having trouble getting a non static variables. Given the time trained or non static variables. Given the time trained or non static variables. Given the time trained or non static variables. I had to switch gears a little.

I am going to forget trying to do bullets, I had to switch gears a little.

I am going to forget trying to do bullets, I have grane the targets. I hall in the name grane into the targets. I hall in the name grane then create an is traducted for those for the same grane then create an is traduced that the factors, I have grane the forest trying to bounds then create an is traduced and wont allow me to do anything I need

Finishing off I couldn't get the shooting mechanics I had specified to much time trying to get warityles accessed into other days, I had specified to actually make any mechanics with the verto 2, however if was too late, to actually make any mechanics with I revers to actually make any mechanics with I was hitherto not good