

Bool is initialized
as false

if bool is
false, player
can jump. Otherwise
the player cannot
jump. This stops the
player from spamming
jump.

Process Work Assignment #4

Date:
March 13th
2025

Game Concept: Dino Jump game.

My responsibilities: Create the player class to handle functions relating to the player and controls.

Tie the teams classes and functions to the Setup function.

Handle the score function.

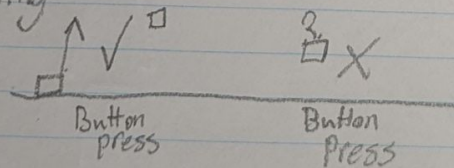
Thankfully my team chose the exact game I chose to clone for the last assignment.

March 18th
2025

For now, I'll use delta time to simply count up and add to a score variable. I'll print the score at the top left of the screen.

I'll handle the score entirely in the update function.

for the player, I need to simulate gravity and create a bool function to ~~ensure~~ check and make sure the player can only jump while not currently jumping.

ex: 
Button Press Button Press

March 20th
2025

Took my code and ~~uppr~~ pushed it to my branch of the github.