**Lesson of our Favourite Programing Technique**

Our favourite programing technique is definitely our player movement. To do this start off with the side to side movement . In our game the player is constantly moving side to side. To do this start by changing the x value each update based on where it already is. When it gets closer to the edge makes sure to slow the movement by changing the x value by less and less. Then once it hits the side you can can the direction by adding or removing the negative sign. Once you start moving away from the wall start increasing the amount you are changing the x value to speed up the movement. Now you are ready to start the vertical movement. The player moves up by increasing its y coordinate. In our game when the space bar is clicked it starts increasing the delta y (the amount the y is increased each frame) by some amount (based on if the player is speeding up, slowing down, or not) up to a maximum speed of 20. As a way to smoothly come to a stop instead of stopping immediately when space is release, we start decreasing from the delta y until it’s value is 0.