Lab 5

Intermediate Game Design – CITA 312

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**Video Implementation deviations**

1. Instead of transform.rotate() I used .addTorque() because it allowed me to tweak the angular drag as well as being generally better practice.

**Game Improvement**

Refined movement and made rotation a torque force instead of directly altering the rotation.

WASD/Arrow key movement by default.

Basic level layout with some static obstacles.

Camera is now orthographic and utilizes a follow camera with lookahead.

**Report**

What I learned

Kind of unrelated but I learned that you should not prioritize making games over my own mental health. Talking more about a midterm I did yesterday but I spent 12 hours on it and did not sleep all night until 8am.

How I implemented mechanics and issues faced

I used addForce() instead of addRelativeForce() which would have saved me some bug fixing but eh we ball.