Lab 5

Intermediate Game Design – CITA 312

Prof. Awedat

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**Game Outline**

Rocket game where the player controls a physics object by applying force to it roughly simulating a rocket.

**Layers of the Game**

1. Basic navigation
2. Start and end platforms
3. Multiple levels
4. Moving platforms
5. Power ups

**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.