Haxe individual argumentation.

One of the first things I implemented in the game was the code that makes so that the player has to press space for every jump, instead of being able to hold the spacebar and continue jumping. However it was removed later, because we changed our game concept from platformer to top-down.

Then I was helping Vasil implement collision. We were experimenting with the code for that he had before until it started working and we understood how.

After that I mostly was responsible for implementing abilities system. That meant that I have to do:

- Make a separate class for abilities
- Make the sprite for them appear near the player sprite when a button is clicked (because we planned on having different abilities, so player could select different ones this way)
- Make the sprite move in the direction where the player clicks (so from player to location of the mouse click and further in that direction.

That was it, because when I started on abilities we didn't have any enemies yet, so there wasn't much I could implement yet.

The last part was the most challenging. I had to figure out the way to get that direction, set the sprite to move there, and continue moving on. After I got that working I had to deal with a lot of bugs, like the sprites stopping when the player selects a new one, or sprites not moving at all sometimes. Fixing that was the most of my programming time.

The cause of was that I was implementing moving only for one sprite at a time. Changing that part of code to do that to the array of all ability sprites fixed it.

The whole ability system is based on two checks (two Boolean variables): whether the player pressed the needed button and whether he clicked the mouse button. We need to check for both things because the most important code for abilities is run every frame. That makes the program run certain parts of code based on this conditions. So, when player presses the button, the Boolean responsible for that changes to "true", so that player won't be able to select multiple abilities at once. The same principle was used for the rest of that part of the code.

Some of the bugs I couldn't fix myself, so the rest of the team was helping me with those.