Task 4 – Evaluation

My contribution to the game was to code some functionalities including the jumping mechanic for the player and the random obstacles generator. Starting from the jumping mechanic, it was easy to do but when I tested it out, the player could have kept pressing the spacebar key on the keyboard and the player would keep going up the Y-axis. I didn't want that to be possible so I went ahead and created a Boolean called OnGround. This basically states whether the player is on the ground or not. If the player is standing on the platform that has a tag called "Ground", the player could jump, otherwise if the player is not touching the platform, then the Boolean is changed to false, meaning that the player is airborne. So, then I created an IF statement, for when the variable OnGround is FALSE, the player can't jump anymore, unless the player touches the ground again, meaning that the variable OnGround is TRUE. So, all this is to eliminate continuous jumping.

For the Spawner, I went ahead and created an array so that I can put as many obstacles as I want. I also created a loop with a timer so that every 3 seconds, a random obstacle is generated. And once that obstacle is generated it would start to move towards the player. When the obstacles went out of the screen, I created an IF statement so it would get destroyed. When Rachel created the obstacles that we wanted for our game, I went ahead and created some prefabs to set them as obstacles, with the items that the player must collect/evade.

I didn't encounter much problems this time, the first one was the continuous jumping which I fixed later on, and another problem was on how to spawn random obstacles, but I researched on it and figured out what I should do, involving an array and spawn a random object from that array.