PLATFORMER GOALS (including Matt’s)

Matt Goals:

1. Be able to choose whether or not you control the “small guy”, “middle guy”, or “big guy”
   1. Note that the “middle guy” represents stabilizing selection and that the small and big guys represent directional selection
   2. JAKE’S AMENDMENT:
      1. Let the tab button switch you through different guys in first-person perspective. DONE (but we need to automatically switch perspectives if one dies) (HAS A BUG WHERE WHEN YOU’RE THE LARGEST VARIANT AND DIE YOU CAN’T TAB INTO OTHERS AND DON’T AUTOMATICALLY SWITCH)
2. Have blocks generated randomly based on difficulty of level (DONE)
3. Make a ceiling (DONE)
4. When you lose a particular outline, have it replaced by a slightly smaller version of the same thing (CURRENTLY ABLE TO DO THIS; NEEDS TO BE SET-UP SO THAT IT PERMANENTLY APPLIES TO CHARACTER ON ALL KEY-PRESSES, BECAUSE KEY-PRESSES CURRENTLY SET THE ORIGINAL TEXTURES; AMEND THE TEXTURES USED ON KEY-PRESS TO JUST BE WHICHEVER TEXTURE IS MOST CURRENT)
   1. There should be ten such different levels of guys—start with the LARGEST and SMALLEST as ranges and shrink down to the mean
5. Limit to one jump (CAN DO BUT NEED TO CHECK IF SPRITE IS TOUCHING THE GROUND (I.E. THE WALL SPRITES THAT MAKE UP THE FLOOR); MAY NEED TO CONVERT WALL SPRITES ON FLOOR INTO FLOOR SPRITES THAT HAVE DIFFERENT RULES/GOVERN JUMPING.
   1. Make it possible to glide down from that one jump
6. Create different levels of the game with different parameters
7. When individuals get eaten, replace them with another individual of a slightly smaller size
8. After the level is won, have them all standing around, have some of them keel over and die and shrink the rest into a histogram of who’s left.
   1. Scale down to “10” different groups (groups by size)
   2. Population only needs to be ~1000 to make this work.
   3. Have them all run off to be with their mates (hearts pop out) and produce babies.
   4. Recognize the proportion that got eaten this level and that the distribution has shifted.