# Week 3

## Task 4

leaving all statements as an “if” statement means diagonal movement is doable, using else if disables this

Issue that arises is there is a priority on keypress now.

D > A > W > S

Another method will need to be used at the end for movement check where the most recent press will override the previous presses.

## Task 5

If we leave the left side width to be 0, the calculation for the position of the pacman is on the far right hand size, this means that the pacman will fall off the map for a moment unless the check is at x 32

## Task 6

Wrapping had no issues as these were already done by accident for task 5

# Week 4

## Task 1

Changed all instances of the code involving variables that could change.

## Task 2

### Issues

Animations continue to play behind the pause screen

If you hold down the pause button, the game will rapidly pause and unpause on each frame tick

Document says move to if(\_paused) but it should say if (!\_paused)

## Task 3

Code has to go before the paused to make sure you cant layer paused ontop of the main menu, issue with alignment, text origin is on the left and not the centre of the text.

# Week 5

## Task 1

Diagonal movement was already turned off, i added an else if. This creates a priority system on the keys though and needs to be fixed in the future.

## Task 2

Completed no issues, pacman follows the direction now with his new sprite.

## Task 3

When I change the \_cPacmanFrameTime default I get slower or faster animation (250 is in miliseconds)

## Task 4

## Task 5

Took some time on this one as I could not get the animation to swap over properly.

# Week 6

No issues whole time, very simple movement, had to make some changes since I have added some customization already and wanted to clean that up aswell