Hello, this is Hakan Ozcan with student number ten, fourteen, twenty-eight, nine seventy-seven. I am going to explain my code regarding Artificial Intelligence class first lab exercise. As a starting point, in our main function, I am starting with initializing window and audio device using Init Window and Init Audio Device functions. Since I have some music to play in my game, I had to initialize audio device. After that I am loading my game assets here. Here I am using some variables and functions. Because I have 2d sprites for now, I use Load Texture function to load them. For audio part, I have two different music to play here depending on the mood of the game. While the game environment is sunny, which is default, a happy music plays in the background. When the player’s circle completely overlaps with the stationary circle, which represents sun, the game embraces the darkness and plays dark theme music. In order to load music files and since they are longer than 10 seconds, I used LoadMusicStream function. In game loop, it starts with PlayMusicStream function which allow me to play music. Right after, I use UpdateMusicStream function to update the buffer for playing music continuously. Then I take input by using IsKeyDown function to rotate the player in order to have flying like feature. Instead of using IsKeyPressed function, I preferred using IsKeyDown because it allows taking repeatedly input when player hold the key. Here I initialize player’s position with mouse position using GetMousePosition function which returns mouse courser’ x and y positions as a Vector2. Right next to it I update player’s position since I am going to draw a rectangle for player’s sprite. After that there are some variables initialized for the circles that I am going to draw. For collision, I used CheclCollisionCircles function which returns either true or false depending on the collision, if there is collision it returns true, if not then it returns false. I use it to invoke this if statement, whenever a collision happens, player’s circle turns black. And there is a nested if statement, change background color and the music when circles get completely overlaps. Here I use PauseMusicStream, StopMusicStream and ResumeMusicStream with regards to collision. For drawing part, I use DrawTexturePro and DrawCircleV functions. I could use different functions for drawing player’s sprite but to be able to rotate it, I needed to use TexturePro because it takes too many parameters. DrawCircleV function basically draws a circle with the information of origin, radius, and color. Here we end drawing and outside of the game loop, I release the memory by using unload functions right before closing the audio device and window. Lets run the code and take a look at how it works.