

Turkey Sprites?

Bunny Sprites?

(\leftarrow) Standard (spice) Attack



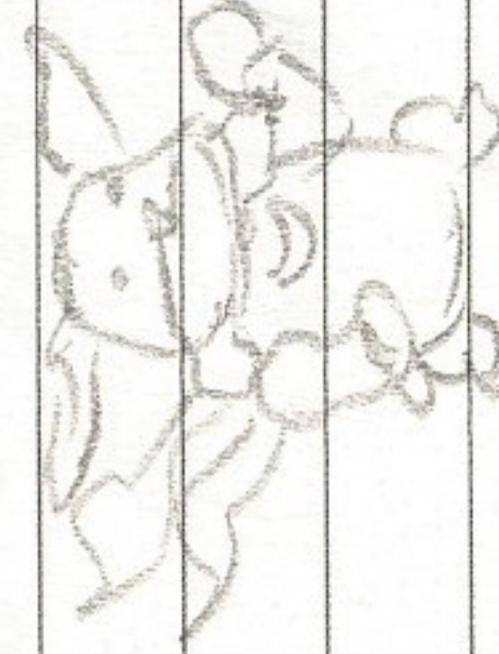
(\rightarrow) Standard (spice) Attack



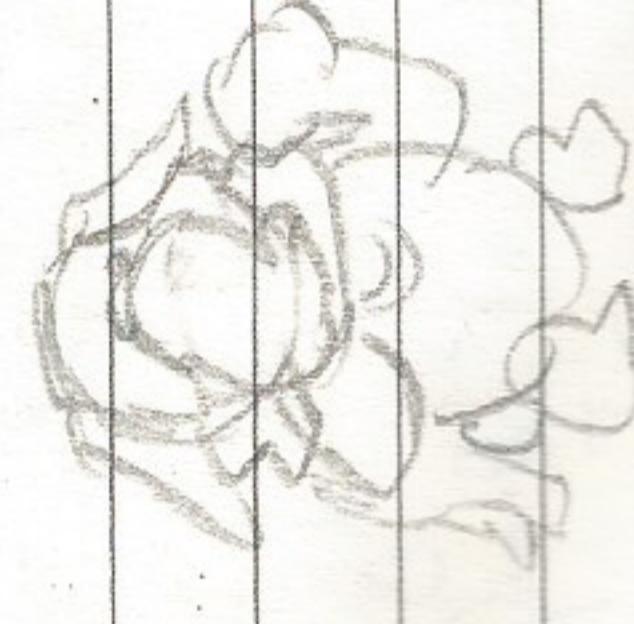
(V) Ground Jump



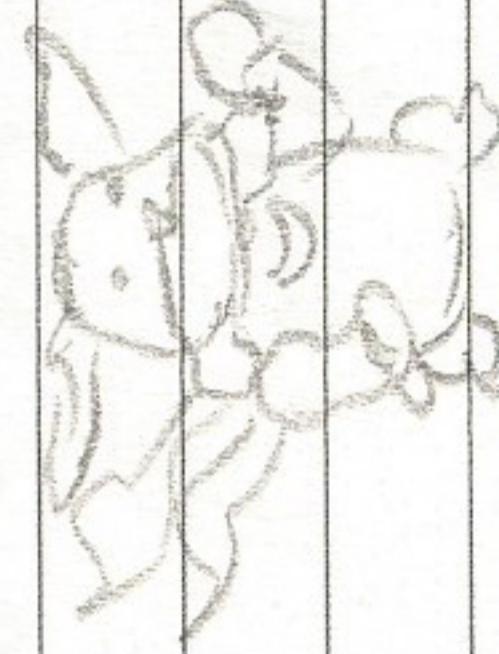
(I) Jump



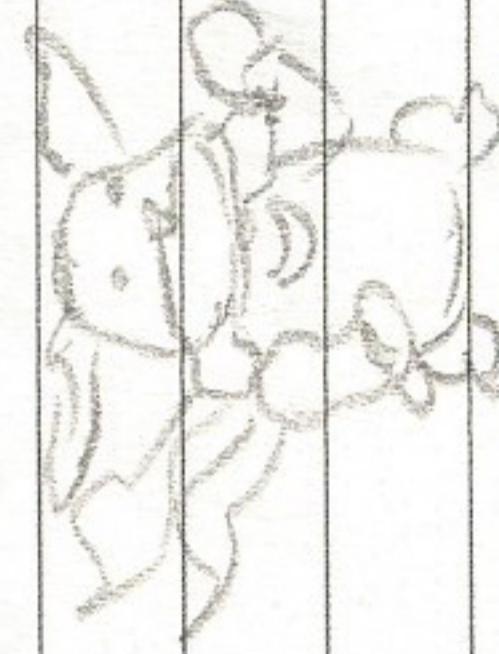
(II) Ground Jump



(III) Ground Jump



(IV) Ground Jump



Character 1 → Rough sketch

Blue / Green turtle?
bunny pink/purple/brown?

stability reliability aloofness
Nature growth calm health

triangles spirals

Royalty wisdom magic mystery

love aggression softness

Raw red curved

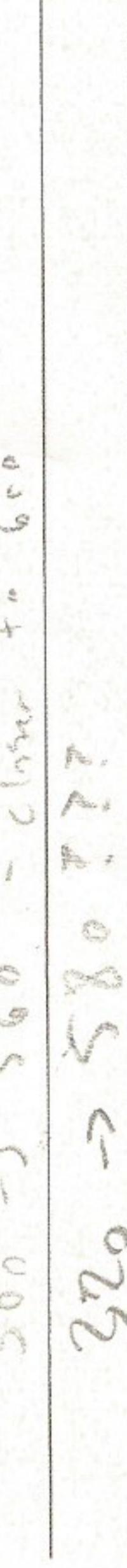
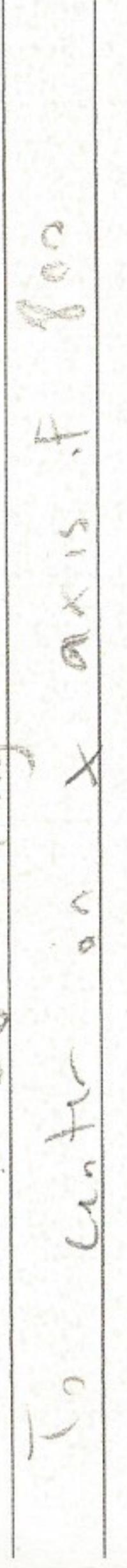
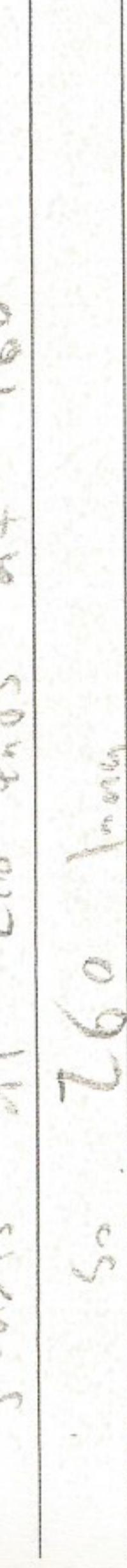
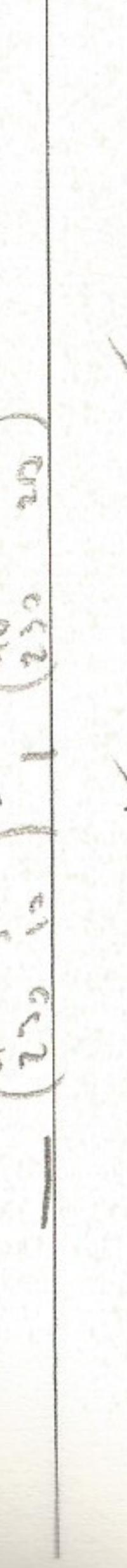
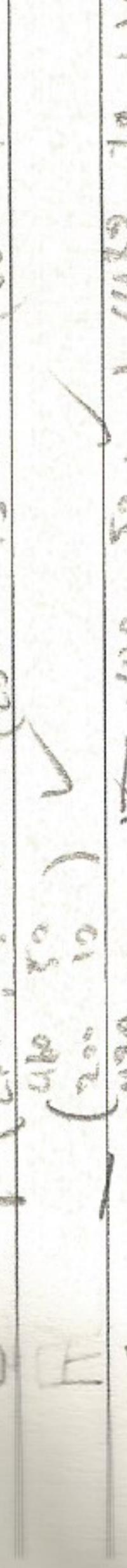


Text • Winner Screen

User rectangles to draw
A square origin 200, 200,

Lines are 50 pixels long and 10 wide

20 pixel gap between lines



Make Collision Check

If char1 pos == char2 pos & both have
try to change health - 1?

↳ if input is key down: Space & &
game code

input is key down: Down
↳ Mounting & Health - 2 Health + 1;

longest standing
longest standing

Make heart check → collision check
if char 2 health = 3

Draw 2 hearts x 3 0 0 0
if char 2 health = 0

counter within (if player wins) 11
 11

make 0 hearts after player wins

Q same as above reversed

Second PU 1 (340, 10) ← (340, 20) ↑ (360, 10) ←
 (200, 50) (200, 50) (200, 50) (200, 50)

← (360, 50) (460, 10) (460, 10) (460, 10)
 (250, 10) (250, 10) (250, 10)

Starts at 200 ends at 460

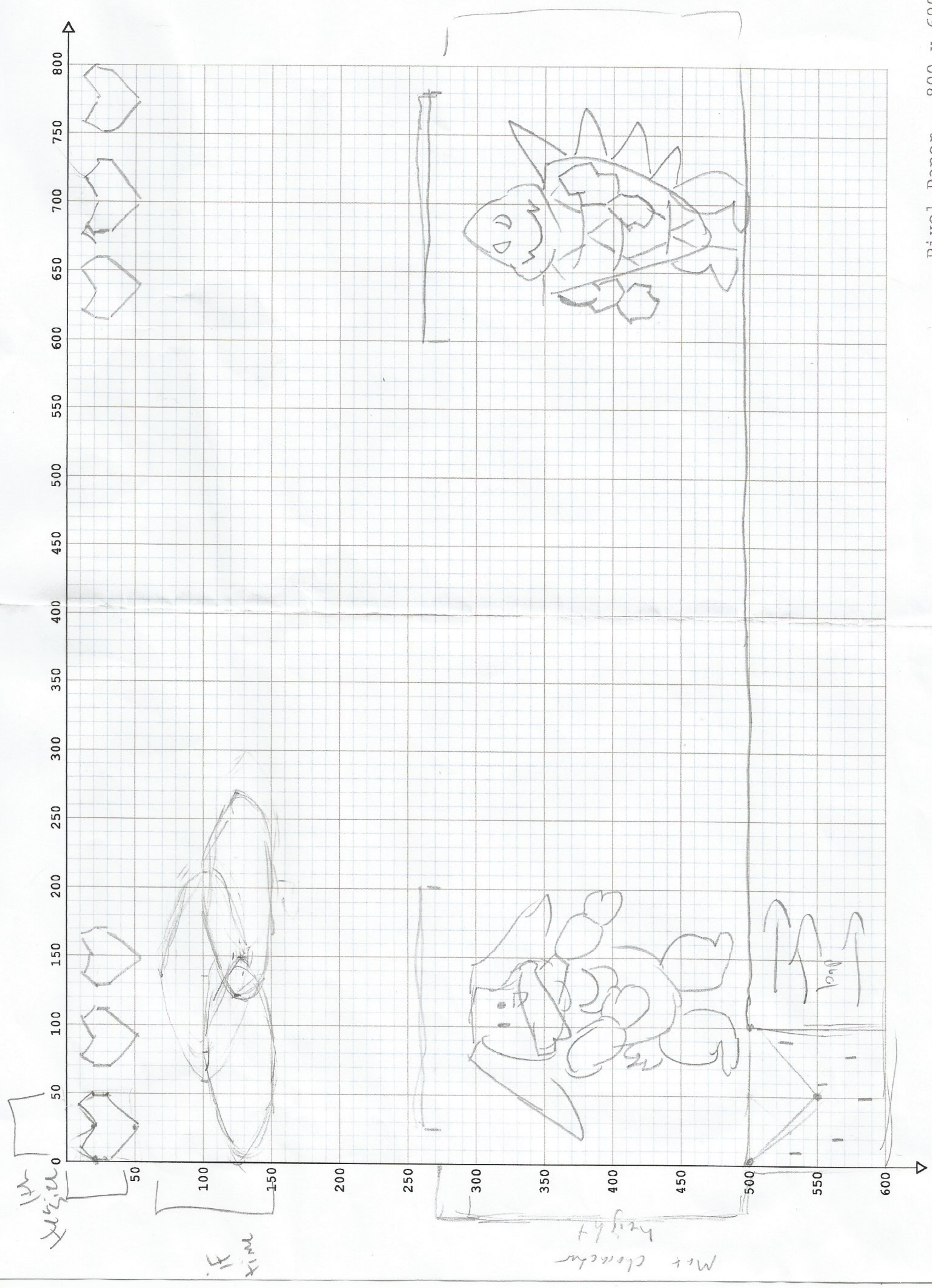
↳ so 260 long
↳ center on x axis + 800

200 + 800 = 1000

300 → 560 - clear to 600
320 → 580 + 22

For y of 50 pixel
if 600 300 is half so 275?

or reverse input x?
or subtract time?



Motion? Position = $x + y$ position

Motion

Get $x + y$ position

Vector 2 characterPos = ?

Vector 2 EnemyPos = ?

Vector 2 VecFromEnemyToChar =
EnemyPos - characterPos

Vector 2 direction =
Vector 2 Normalise (VecFromEnemyToChar)

Want distance = VecFromEnemyToChar.Length();

Apply motion

Velocity += new Vector2 (80, 0) * Time.deltaTime;
Position += Velocity;

[C108] += Time.deltaTime * Speed;
[C108] [float Speed]

Frames per second ???

Creates frame first
if frame first
Animation

Get input
→ input.X += 1;
← input.X -= 1;

Assign Graphics to Input

⇒ Working Graphic Animation
⇒ Any input is toggle here

CharacterPos += Input.GetAxis("Time.Delta");

Make heart?

Rough hard code

(x,y,w,h) Rectangle	→ (0, 20, 50, 10)
↓	Triangle (0, 20, 10, 25, 20)
↓	Triangle (25, 20, 40, 10, 50, 20)
↓	3. Triangle (0, 30, 25, 50, 30)
[Rough origin point	→ (0, 40)]

Rectangle (x, y, w, h)
Triangle (x, y, x+10, y-10, x+25, y)
Triangle (x+25, y, x+40, y-10, x+50, y)
Triangle (x, y+10, x+15, y+30, x+50, y+10)

