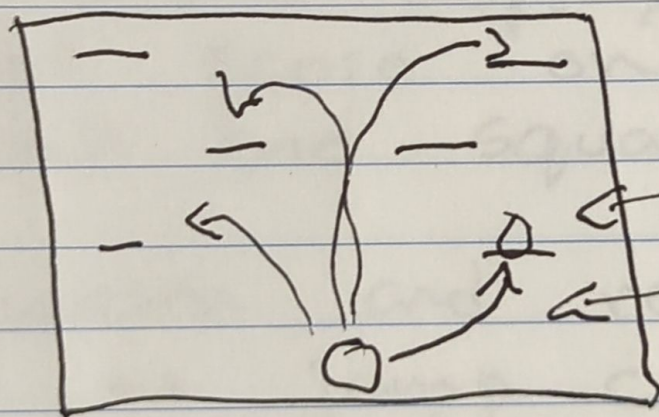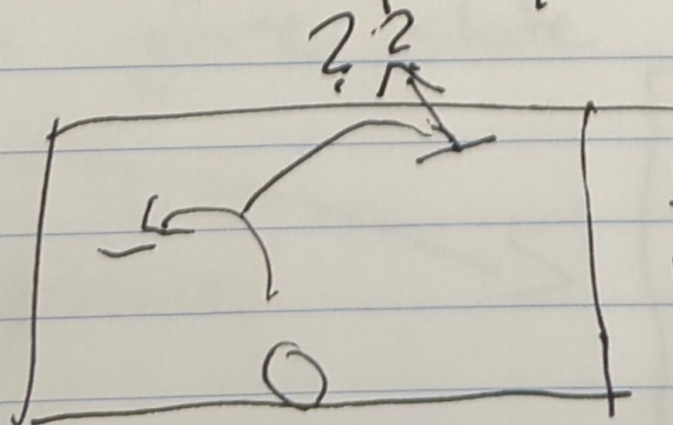# Collabrative project

- Base game idea for everyone to work off of ball with physics.

- ideas for game, something simple.

- add movement to ball
- move left and right & velocity /grav
- jumps ability up arrow held down

- possible idea jump ball into basket get points

- Jump on platforms going up

- Collect point on window

- Weird issue every time I close vs even with save everything deleted.

- re made repository and that fixed it some how

Collaborative Project

- trying to make basket ball game by jumping ball ~~it to~~ onto platform for point.

- ~~Re~~ Issue even with my collision code ball teleports through bottom of platform.

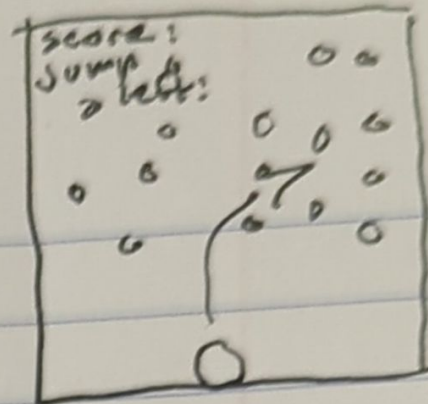- Also unsure how to make only top side of platform count as point

teleports
counts as point

- trying platformer, not sure how to have ~~console~~ window follow the players jump.

??

easier for team to stay in ~~console~~ bounds window

Collaborative Project

- Going todo point collection
- Use array to display a bunch of points on window to collect

- check radius of ball against squares if collision is detected to make ball dissapear by on collision setting to off screen.

- Add score displayed top left increment score on collision with ball and square

- End screen and restart option as well as jump count so game has end.

- Once jumps = 0 display end screen and if restart chosen reset game state

maybe
highscore

Game Over

Score: 15

Highscore: 20