Air Crash written report

Jake Dowd Gilligan

C00306494

The frustration of the yellow dot code

When coding in the function to allow the yellow dot to appear on the sprite of the big plane, I followed the tutorial carefully and took notes on the videos that Pete was explaining. However, after testing and even debugging the code i could not figure out why the yellow dot was not appearing and went as far as to ask the duck for some wisdom and yet ran into the same problem time and time again. It causes a lot of frustration for me because i followed the tutorial as was declared and faced that alarming issue which would impact my grade for Air crash and how i did in terms of the code. I did find it challenging which was a pro to it all but it was a frustrating process to try and fix.

The small plane having a mind of its own

As well as that, i found a big issue that i could not figure out whilst coding air crash. This code would allow the user to control the smaller plane via moving the opposite direction of the bigger plane. The problemhere is that the smaller plane does not rotate the degrees we declared in the function via the DegreesR and DegreesD local variables. The plane flies off screen without a trace and the bigger plane follows the direction perfectly. To my knowledge and memory, this was alot of hassle and after extensive research across the internet, i could not find a method or solution to the code, leaving me discouraged. I had to declare this part of the code "BUGGED".