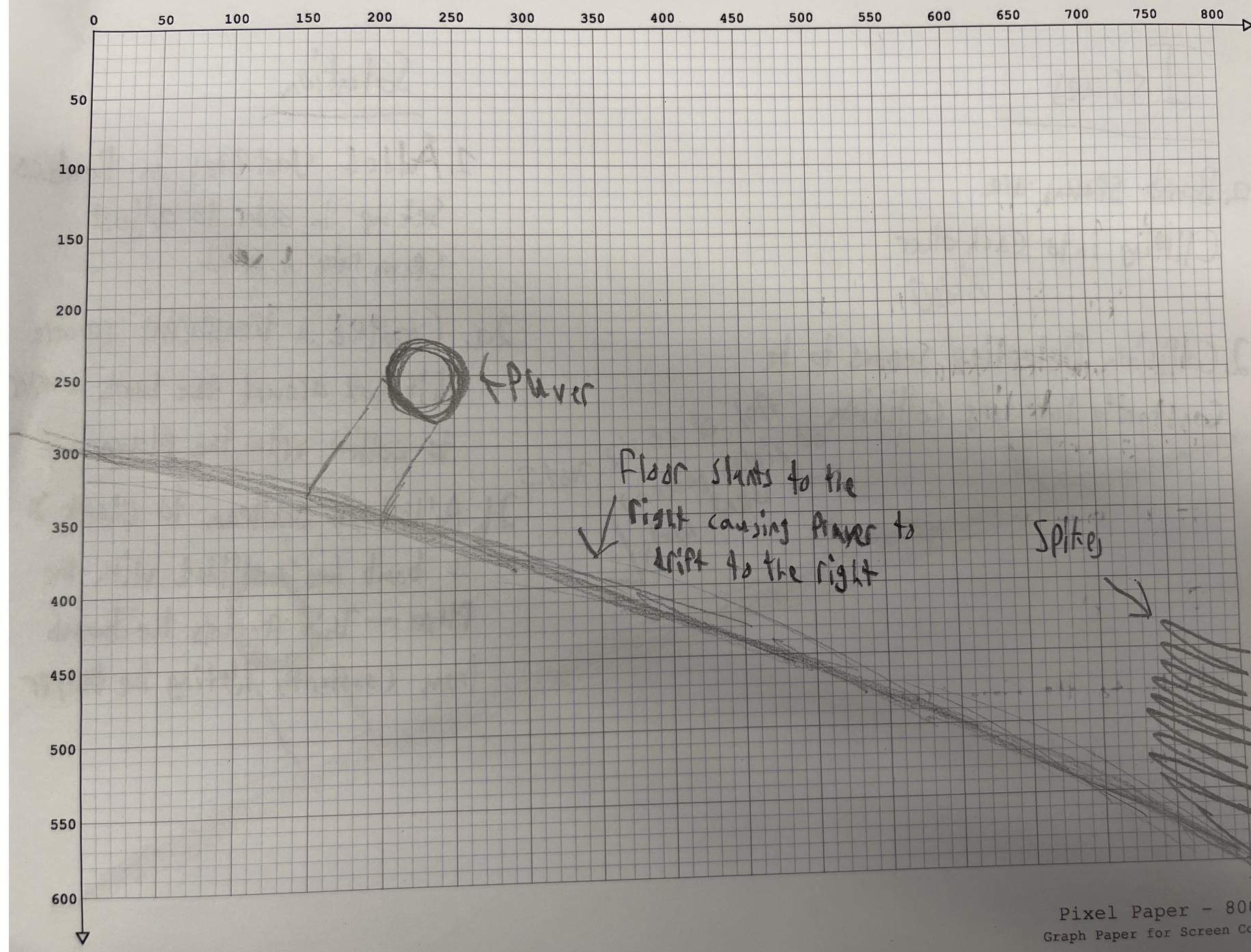
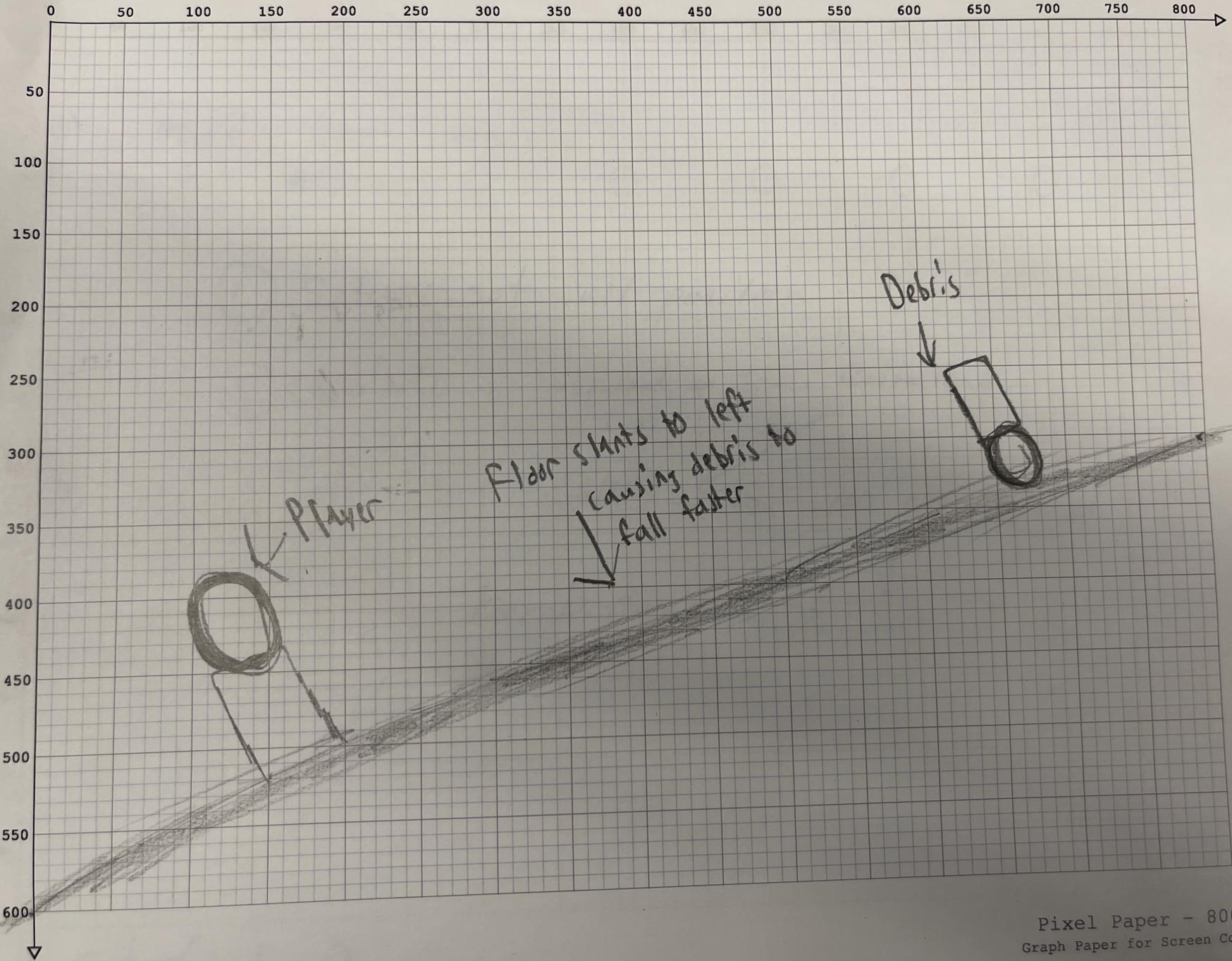


Pixel Paper - 800 x 600
Graph Paper for Screen Coordinates



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Graph Paper for Screen Coordinates



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Game Idea

T-Rex runner but with more challenges

Along with debris there will be:

- Bullets that shoot from both directions

↳ A warning will alert the player where the bullet is shooting

- Falling Hazard that locks onto Player's position

↳ Transparent red box will alert the player

↳ Player will have time to dodge out of the way

- Floor slants

↳ If to the right, spikes will appear and the player has to avoid falling towards it

↳ If to the left, the debris moves towards the player faster

To Do List

~~Start mechanic~~ Cut

~~Bullet mechanic~~ Cut

~~Lock on mechanic~~ Cut

Create Landscape ✓

Create bombs ✓

Create Player avatar ✓

Add Player movement ✓

Add Collision Detection ✓

Add End screen ✓

Issues

1. Bomb spawns are
clipping into each other

2. Collision Detection seems to be
constantly detecting collision

Solution

1. Added Variables in Bombs
Set up in order to adjust
Spawn rate & Speed

2a. Created a transparent square
hit box around the bomb in order
to collide with the player

2b. Added a boolean to check if
1 bomb has collided with the
player — This prevents the bomb
from constantly hitting the player