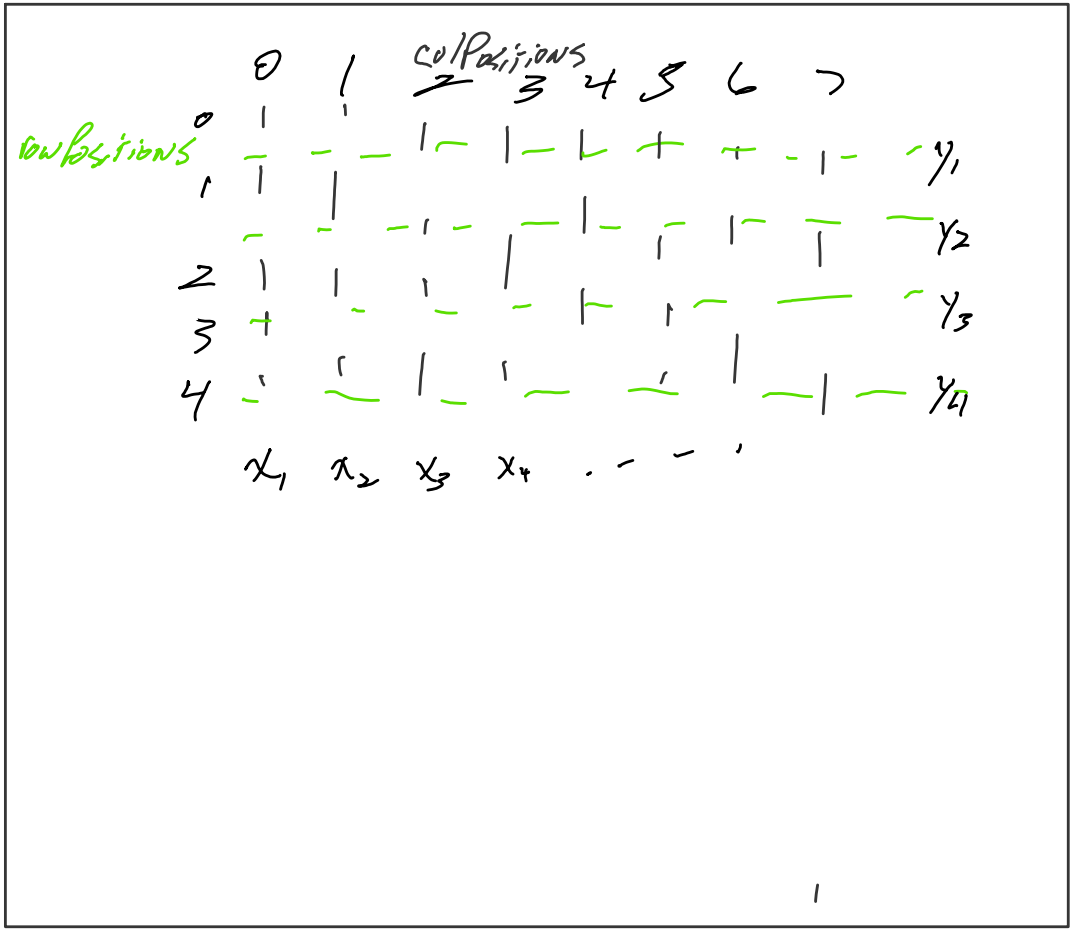
enemy group move

Monday, October 20, 2014 8:33 PM

2 Arrays of floats - colPositions (x), rowPositions (y)
colPositions - size = # of enemy cols
rowPositions - size = # of enemy rows



To Group Move:

increment colPositions
if Edge reached:
reverse velocity (x)

Set Enemy position if !ATTACKING
To Position(colPositions[colPositionIndex],
rowPositions[rowPositionIndex])
If enemy isAttacking &&
attackState != ATTACK:
ADD to it same As group move Amount

When returning: Aim for Position given by indexes.

enemy needs 2 variables
int colPositionIndex
int rowPositionIndex

row[0] = position.y for . . .
col[0] = position.x for _ ———

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loop AND fill 2 containers then Double loop TO fill enemy With indexing

enemyRows < #ofrows!
enemyCols < # of cols!