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| **External Comments** |
| This program is to introduce jumping of a player in C#. This program will have an obstacle that is moving back and forth across the screen while the user can control the player to avoid the obstacle. When the player intersects with the obstacle, the game ends. This program makes use of everything we have learned in the unit above player movement. To simulate jumping, the player’s y value is determined by gravity and upper. The gravity will push the player down while the upper brings the player upwards. Inside the debug folder, I imported a picture to apply on the player. |
| **Screenshots of Program** |
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