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CS32 Project 3

3/5/23

1. A player and bank square interaction in my implementation can be mostly seen in the Actor cpp files and not the Studentworld. I implemented it so that it is specific for each player, not generalized. So banksquare’s do something would check if peach’s x and y is the same as its own x and y. Then it would also check if the player avatar is currently waiting to roll, which are all player getter functions. This would mean that it is landed/stationary on the banksquare and means that the player gets all the coins from the bank. Also it checks if the player can be activated (player getter function) if it has not been applied with any effects yet. It resets the bank's coins (studentworld function) and adjusts the player's m\_coin balance (player function) and plays the sound. To see if the square is supposed to take coins, it checks whenever the player coordinates a match and that it is not in the waiting to roll state (which means it is currently moving). If this is the case then it checks if taking 5 coins away (player function) would result in the player’s balance being negative, if it is then it only takes away how much the player has and then increases the bank (studentworld function) by that much. If they have more or 5 coins then it just takes away 5 and adds 5 to the bank and plays the noise.
2. Right now I am having trouble fixing the fact that corners are being treated as invalid or fork positions even though it should be an automatic move. The game randomly just freezes and crashes. Also sometimes consecutively landing on an event square crashes. After implementing the baddies, my game crashes right when they move and my laptop fans start turning into jet engines. “Arithmetic operation resulted in overflow”. So I just decided to turn in a version that runs without the baddies.
3. I assumed that the player’s sprite can be under a baddie for an instant since when they cross because they are both depth 0. In the spec it only had you checking if coin squares were “alive” or not, assuming for bowser’s ability, so I didn’t check for aliveness on the other squares.