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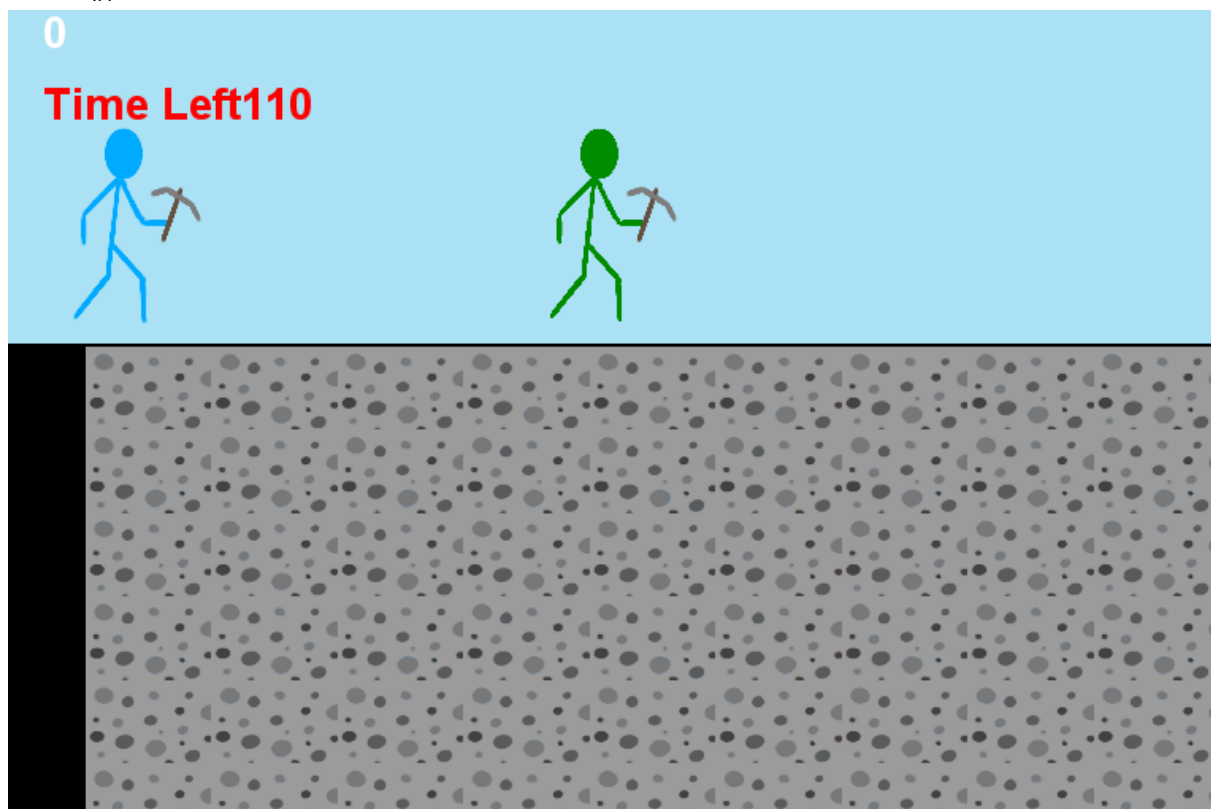
Timer

For this task, I first documented myself with various videos on how to create a countdown timer that counts down in the terminal itself. Once I understood the basics, I applied what we learned in our class about run times.

The first time I implemented the code, I did it in a way that instead of printing it on the screen, it printed itself on my terminal, to do a test run. The first test that I ran, I messed up and counted up instead of down, but that was a simple mistake of the symbols that I used on the loop.

When I got that working, it was time to make sure that it counted down after 1 second correctly, since when it was printing the numbers, it seemed to be going pretty fast. So I ran the code with a stopwatch on the other side of the screen, and it indeed showed that the computer was printing the numbers much quicker, and that is when I noticed that I was only looking up videos for countdowns, not countdown timers, so after some more research I learned that we need to make the computer “sleep” for 1000 milliseconds before the next iteration of the loop.

After the idea was working correctly on the terminal, I used the same logic but implemented it for the game (e.g., when the timer reached 0, I had `System.exit(0)`; I changed it to a `restart()`).



I did watch a video that explained how to make it so that the time was in minutes and seconds, but I decided it was clearer if it was all in seconds. Maybe later on, the group will decide it will be better to change it to minutes or seconds, and we will be talking about it.

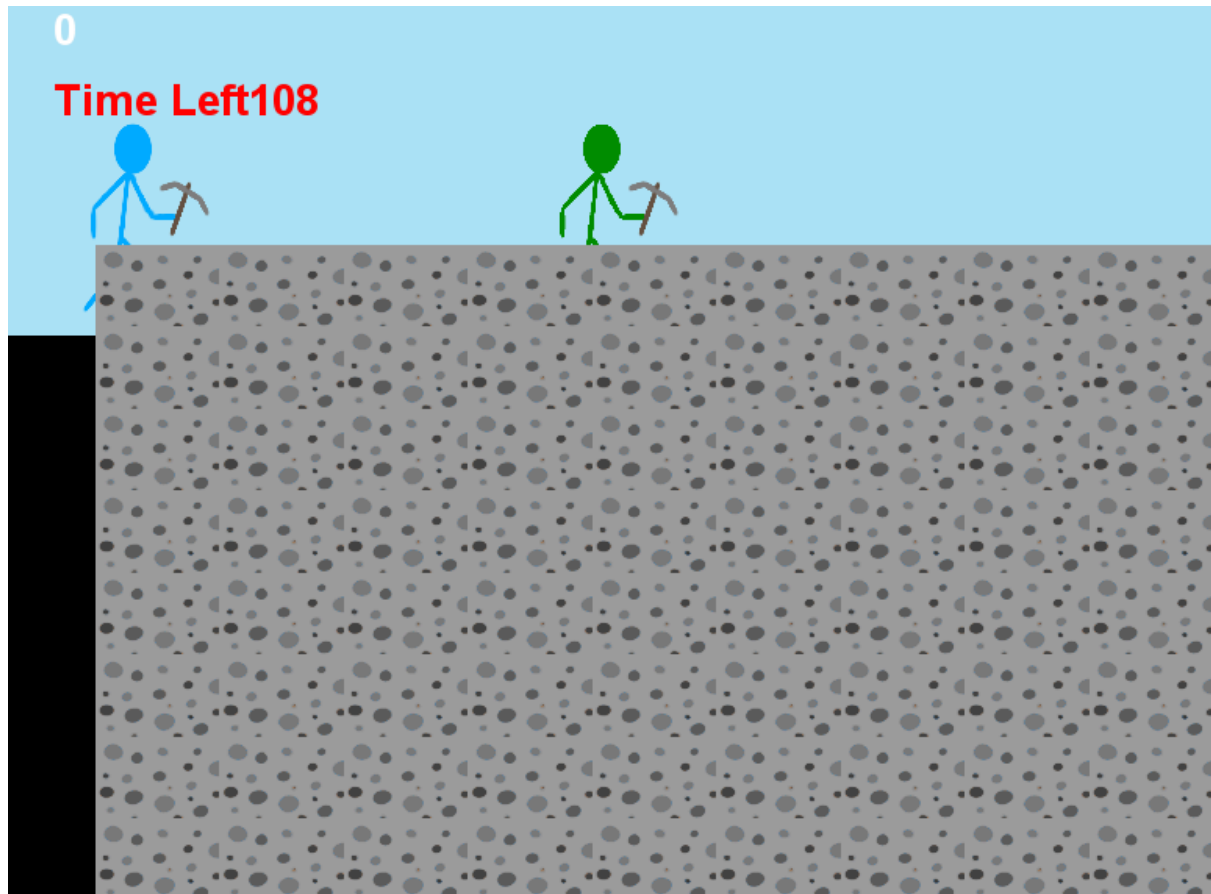
Blocks and Player Bigger

In our last review, our teacher said that the block generation caused a lot of lag in the game. That is the reason why I decided to make the blocks and players bigger. Not only that, but also decided to make them more or less the same height for when we implement the digging mechanic.

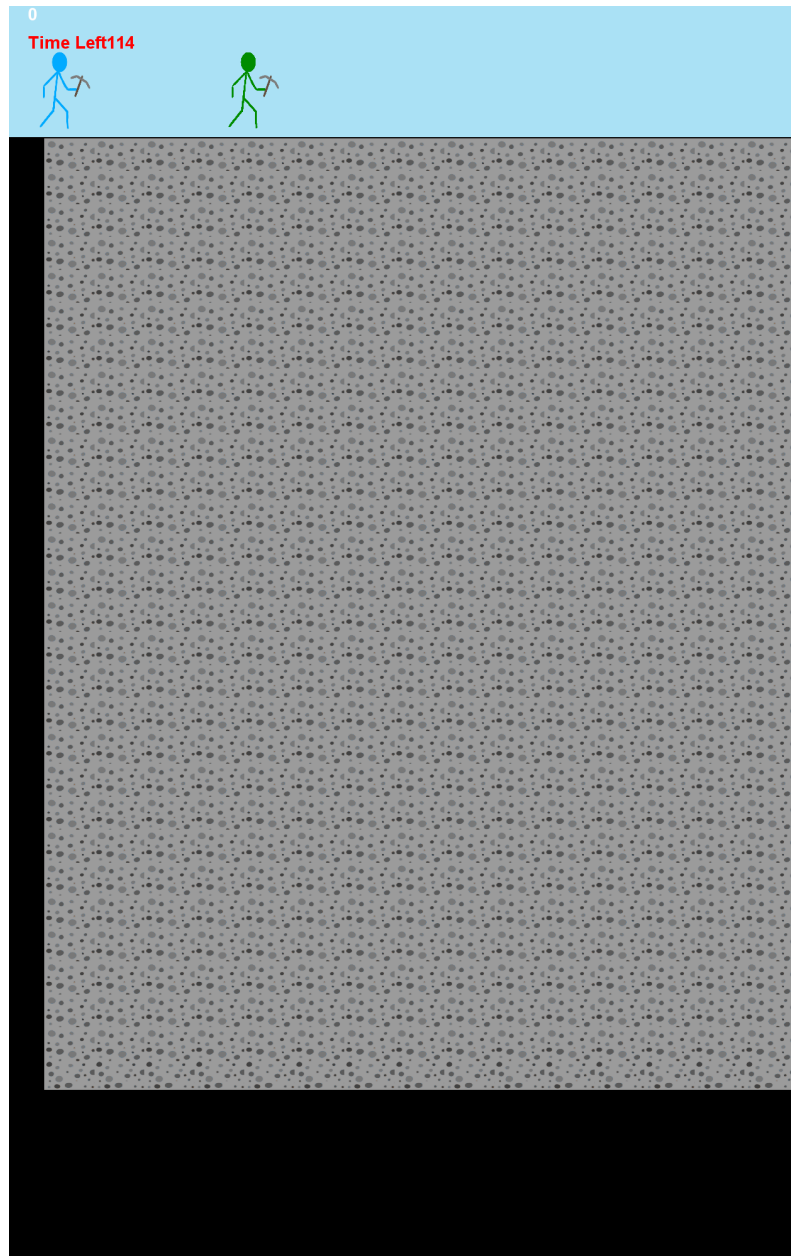
Modified Loop to Print Blocks

Thanks to the modification of the blocks, the loop that stores the location where the block needs to be printed also needed to be changed a bit.

The first thing that needed to change was the y value since with the previous size of the blocks, they started generating at (0, GROUND_HEIGHT + 43) since the blocks incremented in size, which needed to be accounted for. This was managed by trial and error by constantly running the game and seeing if they generated as if it were the ground the players were standing on.



Another thing that needed to be changed on the loop was the columns and rows, since it was dependent on the GROUND_HEIGHT, which means that it printed fewer columns and rows than it should, so I needed to add some more columns and rows manually.



Bibliography

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Hanley, C. (2019, December 17). *Create Timer - Countdown/Normal/Two Digit - Java Extra 32* [Video]. YouTube. <https://www.youtube.com/watch?v=zWw72j-Ebql>