

CEE1 Snap into position

For this game project, you are working on a precision platformer, where it is *crucial* that all platforms are placed at the right spot. The level designers complain about spending a lot of time placing all the platforms in the right places, so you decide to make their work a bit easier.

Exercise

- Make a Menu Item that allows the user (ie. Level designer) to snap the selected game object into the correct position.
- A correct position is achieved if the coordinate modulus 0.5 equals 0. (in other words, point -1.0, -0.5, 0.0, 0.5, 1.0, 1.5...)
- The Menu Item should have a shortcut (fx Shift+R) and should not be selectable if no game object is selected.

Example:

A platform has position (-2.7, 0.35, 7.55) after using the tool, the new position should be (-2.5, 0.5, 7.5)

Optional Exercises:

1. What happens if the Level Designer selected more platforms to be repositioned at the same time?
2. If your solution doesn't handle this case, how would you change it to allow the Level designer to reposition more platforms at the same time?