

helicopter

Stuff I learned,

I learned a few useful shortcuts and helpful tools while working on this project such as quick actions and refactoring tools which helped me quickly set up any new functions that I had

I learned how complex the code can be behind a simple action such as movement could be, and understand the difference in difficulty when coding between a mouse click and using keys to move

cool stuff I discovered

The use of the mod feature to limit going outside of the images available frames was a very cool part of the animation process that I was not aware of

I enjoyed working with the SFML template as it helped me get a better understanding without being overwhelmed completely by the library's usages

problems I encountered and their solution

I encountered quite a few problems while working on this code and was able to solve most of them myself, but I struggled to solve the issue I had setting up the audio, I believe the main reason that I was having issues was not being able to pull the audio from the file itself

When trying to implement frame increment while moving I had ended up having the reverse effect on my code and spent quite a while trying to fix this piece of code eventually, I was able to fix the code by using my debug tool