Programming Technique Lesson

The programming technique that we used is the process of getting the Sprite class to handle everything with the sprite including animation, hit boxes and stats such as HP and MP.

An example of the code used is: sprPlayer = new Sprite(sPSprite, 350, 380, 64, 64, true);. sPSprite is the string that holds the image file. The next 2 numbers hold the value for the initial coordinates. The next set of 2 numbers are the height and width of the hit box. The boolean at the end is to assess whether or not a sprite is animated.

The health of the player and enemies and the MP of the player are also managed in the Sprite class using functions such as Mana(), Health() & EHealth();