Process Work

I made the scoring for our game. It was pretty easy and self-explanatory, but I learned how to use "Text.Draw" from that.

Had some issues with 'The Pipe Has Been Ended' and are currently still having issues with it.

Working on the Game Over screen and calls, but my VS just keeps closing the solution after I run it. I asked for help, and nobody answered me in the discord.

```
Unhandled exception. System.NullReferenceException: Object reference not set to an instance of an object.
   at Game10003.Game.Update() in C:\Users\nateb\source\repos\GAME 10003 Game Development Foundations - 2D Game Template
(v1.2)1\Game.cs:line 39
   at Program.Main() in C:\Users\nateb\source\repos\GAME 10003 Game Development Foundations - 2D Game Template (v1.2)1\G
ame10003\Classes\Program.cs:line 39

C:\Users\nateb\source\repos\GAME 10003 Game Development Foundations - 2D Game Template (v1.2)1\bin\Debug\net8.0\GAME 100
03 Game Development Foundations - 2D Game Template (v1.2)1.exe (process 18536) exited with code -1073741819 (0xc0000005)
.
Press any key to close this window . . .
```

After some time, it just resolved itself? I don't really know, it just stopped getting errors.

Raph helped me resolve 'The Pipe has been ended.'

I made a simple physics simulation to test things out, and it seems like it's actually going to be used in the final version.

I created the Ladder collision and mechanics because others thought the task was too daunting. – If the player is within a ladder and not on the ground, they can only move up or down. If the player is within a ladder and on the ground or platform, they can climb the ladder or move normally.

To make ladders work correctly, I had to check if the player was above or below the platform that they reached – that way the ladder can be disabled, and the platform can be extended when you reach the top. This all reverts when you go below the platform.

The ladder was changed to be the size width as the player, but most of the code still worked after this was changed.

Unfortunately, I came across a bug that could be repeated. If the player: **Is on top of a platform, then jumps off WHILE HOLDING JUMP THE ENTIRE TIME → Land son the ground or another platform → Instantly jump again due to the button being held → Grab a ladder while ascending in the jump → Let go of Jump or find another way to reduce your upwards velocity to 0 = The player becomes soft-locked.**

I combined all of the collision code into an If/Else statement to ensure that the player would be affected by gravity if they are not in contact with an element, which was otherwise impossible.