

Game Notes

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Position within square stored as an odd signed integer in half-pixels, e.g.

101	011	001	011
-3	-1	1	3

Requires entities to have odd pixel dims to be centered

Edge/vertex states are not possible

Updating position requires doubling velocity first

Store position as x and y seen on screen or relative to a square's axes?

Screen position:

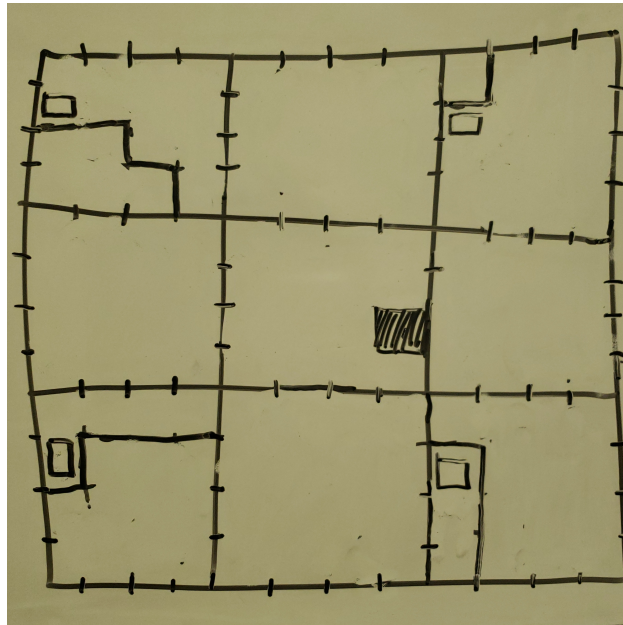
- Graphics and movement are easier
- Collision would be most convenient by loading the current square rotated

Relative position:

- Collision is easier, just check against stored square
- Need to ensure that rendering is done correctly

View splitting is decided by determinant sign: will always give edge to cell further (counter?)clockwise

Vertices/edges are on the border between pixels (even position): do not require a special case



Shaded pixel: camera

Lines: region boundaries

Inlined pixels: edge cases (given to clockwise region in this case)