**6. List, and description of your test/scratch programs. There will be at least 3 of them.**

Name: *Matthew Meade and Abhinav Agrahari*

|  |  |
| --- | --- |
| **Scratch** | **Description/Concept needed to be Tested** |
| "Box2D" | Multiple attempts to use Box2D, we gave up eventually |
| "Button\_SpritesheetAnd\_array\_of\_sounds” | To test the concept of a give up Button with an arrayList of Images and array of sounds. |
| "circle\_that\_looks\_at\_you" | This is an old version of “the eye” that unsuccessfully uses atan2() |
| "collisionWithArrayLists" | A square collides with an arrayList of boxes |
| “collisionWithArrayLists\_and\_gravity" | An updated version of the scratch above; this one includes gravity as that was the reason we needed this scratch |
| "Extra\arrayOfWalls\_looping" | An early scratch to use a for loop to add walls to an arrayList and then display them |
| "Extra\Clone\_trooper\_Classes\_not\_really\_extending" | One of the many versions of trying to use inheritance for the levels |
| "Extra\Clone\_trooper\_DontGiveUp\_testing\_out\_class\_extends" | One of the many versions of trying to use inheritance for the levels |
| "Extra\Clone\_trooper\_testing\_out\_class\_extends\_Grondins\_ver" | Mr. Grondin’s version of trying to use inheritance for the levels |
| "Extra\Clone\_trooper\_testing\_out\_class\_extends\_ver2” | One of the many versions of trying to use inheritance for the levels |
| "Extra\Clone\_trooper\_testing\_out\_class\_extends\_ver3" | One of the many versions of trying to use inheritance for the levels |
| "Extra\Clone\_trooper\_testing\_out\_class\_extends\_ver4" | One of the many versions of trying to use inheritance for the levels |
| "Extra\Clone\_trooper\_testing\_out\_class\_extends\_ver5” | One of the many versions of trying to use inheritance for the levels |
| "Extra\gravity\_theOldWay" | Our original way of adding gravity (physics) to our game (messy code, the canJump variable should have been named “isJumping”) |
| "Extra\loadJSONArray\_levels" | A scratch to load JSON files into a JSONArray and using JSONObjects to create our levels (draws multiple levels) |
| "Extra\loadJSONArray\_other" | A scratch heavily borrowed from Processing to understand how JSON files are parsed. (just outputs text to the console) |
| "Extra\scrolling\_RightAndLeft\_Work" | Testing out and understanding the borrowed scrolling function from <http://www.hobbygamedev.com/> |
| "Extra\show\_part\_of\_an\_image" | A scratch not used in our game, it was for the give up button to show only part of an image |
| "eye\_moves\_ver2" | an updated version of "circle\_that\_looks\_at\_you" This is an old version of “the eye” that unsuccessfully uses vectors to “look” at the user |
| "Laser\_gun" | Uses atan2() to (finally!) rotate an image to appear aimed at the user |
| "loadAndSaveJSON" | Scratch for Input / Output of a JSON file to save user’s name - to see if the user has already played or not |
| "loadAndSaveStrings" | Scratch for Input / Output of a Textfile to save user’s name - to see if the user has already played or not |
| "loadJSONArray\_levels\_split" - | Scratch to load JSON files into a JSONArray and using JSONObjects to create our levels (draws multiple levels). Also uses splitTokens to process the String of coordinates |
| “Parallax\_Scrolling" | Scratch to test Parallax Scrolling - achieved by translating images at different rates relative to the cameraOffset |
| "scrolling\_AllDirections\_Work" | We added scrolling along the “y” axis to the camera function that was found at <http://www.hobbygamedev.com/> |
| "scrolling\_rightWorks\_notLeft" | Our original method of scrolling: player doesn’t move unless the camera has reached the edge (it didn’t work) |
| "spritesheet\_character" | This was a scratch to test the concept of a spritesheet and cycling through the arrayList based on key inputs |
| "spritesheet\_crab" | The same as above, but with our spritesheet of a crab that Matt designed. We did this just to make sure that everything worked out |
| "spritesheet\_explosion" | Scratch for calling animations on demand (such as the door that we will have to animate) |
| "Stationary\_Eye\_That\_Looks\_FINAL" | Scratch that uses Vectors to make the eye look at the user |
| "Video\_failed" | We were originally thinking of playing a video for our give up button. To test this, we used the video library from processing but unfortunately… this program does not work on the school computers. It will however work on other computers. |