List of Scratches

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| **Scratch Name** | **Concept** | **How to use** |
| AIScratch | an entity body follows the moveable target body, using the gdx-ai library | Arrow keys to move |
| AniMove | Mr. Grondin’s animation, but fixed: the sprite animates based on direction | WASD to move |
| Box2dContactListening | running a function when the player’s body hits another body | Arrow keys to move |
| Box2DLights | a modified version of TiledMap that uses Box2DLights to provide lighting | WASD to move |
| Bullets | creating bullet bodies and making both the bullets and other static bodies removable | Click to spawn a bullet at mouse location that moves towards the right |
| FallingPlatforms | platforms that move once hit (using kinematic bodies) | WASD to move |
| GravityBox2D | creating a basic Box2D world, movement, and understanding how it all works | Arrow keys to move |
| GravityDetection | hit detection and gravity | WASD to move. Click to respawn Al Gore |
| HitDetection | manually checking for hit detection | WASD to move |
| MenuG | Mr. Grondin’s menu, but fixed: moves between screens | Click on button to go to respective screen |
| RemovableTiles | when clicked on, the tile will disappear | Arrow keys to scroll around the map. Click to remove tile at mouse location |
| ScrollingCam | scrolling inside predefined camera boundaries with the orthographic camera | Arrow keys to move across the level |
| TiledMap | loading a tmx tiled file and checking the collision object layer, with Box2D | Arrow keys to move across the level |
| Weapons | simple scratch for “unlocking” and selecting different weapons | Number keys: 1, 2, or 3 to select bullet type if unlocked  Number Pad: 1, 2, or 3 to “unlock” / activate respective bullet type  Click to spawn a bullet of current type at mouse location that moves towards the right |

There is also a folder called “Failed” in the scratches folder. In this folder are two failed scratches:

* camTestWorldUnits - this was an eariler version of ScrollingCam that instead of using pixels, tried to used world units. The way the spritebatch.draw() function works messed something up, so it failed
* RemovableTiles-wRemovingBodies - a version of RemovableTiles that absolutely failed to the point where we don’t even know what didn’t work.