

**INFR 3110U – Game Engine Design & Implementation**  
**Fall 2019**  
***Individual Assignment 3 – States***

Due Sunday November 24th, 11:59pm

Video project used as a base: [https://youtu.be/STyY26a\\_dPY](https://youtu.be/STyY26a_dPY)

**Description**

First, watch the video linked above. This assignment builds off of the project from the video.

Use the provided project on blackboard as a base, you will be editing the Movement.cs script. The state pattern has already been somewhat implemented. Finish implementing the state pattern while keeping all gameplay features. The system in the video uses quite a few bools that may not be necessary after using the state pattern, so you won't be docked marks for breaking the animations. Remember, the goal is to make the code easier to understand and easier to expand on. You can work with a partner or group but you must write and submit/show your own code.

If you want more info, read the state pattern chapter from the textbook.

Online Textbook: <https://gameprogrammingpatterns.com/state.html>

**Marking /50**

State pattern was expanded on /30

Code is clean and easy to follow /10

All the gameplay features are present /10

**Bonus**

Animations are fixed and fully implemented /20

**To Submit**

- Show the TA in class
- GitHub Link