# Lab 4 Reflections – Michael Barney

## 6.8 Exercises

1. Change Snail Bait’s sprite metadata to move sprites to different initial locations.

I’m still struggling to figure out how to manipulate sprites through metadata. I managed to move the bats slightly, but I’ve yet to figure out how to better control their positioning.

2. Add another sprite of your choosing to the game. Here’s what you need to do:

a) Find images for your sprite and add them to Snail Bait’s sprite sheet.

scruffy\_2way

b) Calculate the bounding boxes for each image and add that data to your sprite’s metadata.

I figured out and noted the dimensions and positions of each frame. Successfully added sprites to metadata.

c) Instantiate the sprite and add it to the game.

Successfully added sprites to game. I’m able to make my character turn left, but I can’t get them to turn right again.

3. Add a zIndex property to the Sprite object and modify the Sprite.draw() method to draw sprites with higher z-indexes on top of sprites with lower z-indexes.

## 7.8 Exercises

1. Modify the runner’s run behavior so she runs only when she’s on a platform.

This question was, to put it bluntly, a seismic pain. Aside from knowing just what code needed to be added, both of my solutions were stymied by the program believing the ‘runner’ object was undefined, eventually solved by adding “snailBait” to the start of the object call. Though I did copy the video’s code for the most part, I do think I rearranged my version of the code to be more efficient to reproduce.

2. Modify the snail shoot behavior so the snail shoots a snail bomb once every second.

Compared to the previous problem, changing the snail shoot behavior was extremely simple --- it was just a matter of changing one small value in the createSnailSprites function to change the interval between shots.