Chris Imperoatre

**Plat-former**

Originally I said I was doing a “side-scroller”, but I was informed that that was the wrong name of what I was creating so now it’s a plat-former. Obviously it’s not a complete game yet but I wanted it to look something like mega-man or maybe Mario but modified to look how I wanted it to look. I read online how to structure a basic game loop and I went with that idea for the entire game. One of my major challenges was my character animations. Originally I tried to load a GIF file and make it stop and play when the different arrow keys where pressed but after a long period of trying to slow down the frame rate of the gifs and a few other methods a gave up on that idea and went to an array of images and looped through them instead. One of my major breakthroughs was creating my hit detection method which really took a lot of trial and error but when I finally got most of the bugs out it make the game finally start to act like a real plat-former.

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**Here are some high lights of my game that work:**

* You can run right and left and the appropriate array of images will loop to make animation!
* You can jump and it will play an array of jumping images and the character will go up into the air.

**Here are some high lights of my game that do not work (bugs):**

* If you hold the up key to make your character jump he will stay in midair until the key is released.
* You have to hold the up key to get the character to do his jump at full height, which you need to get onto the platform.
* While hovering in midair if you move left or right the character will run on thin air!