

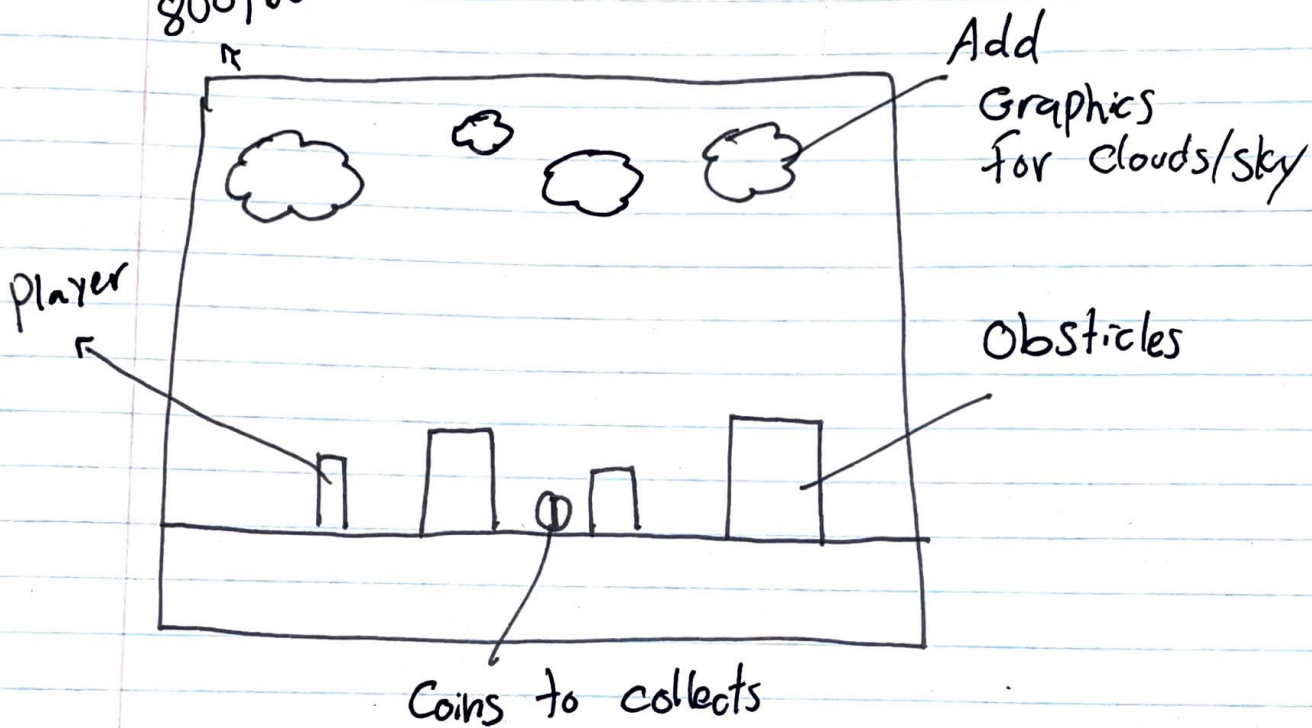
# Dino-Game Clone.

## Team

Ciaran	Building + Collision
Noah	Coins?
evan	Game Over screen
Nick	Player physics + background

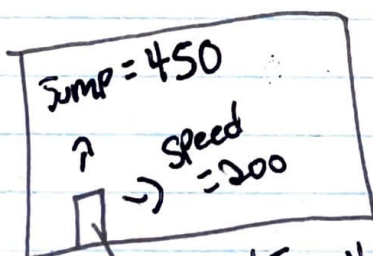
have player Jump over objects + collect coins!  
add Score with Coins Player dies when  
Player collides with object.

800,600



Jump, Gravity

My Job: Add player movement + physics ✓  
Add graphics for background ✓  
Add music if time. ✗



Player Pos 150, 400  
Size = 60

Speed = 200  
(Public int maxSpeed = 200;)

Jump = 450  
(Public int jumpHeight = 450;)

Make a sky class

→ Merge sky class

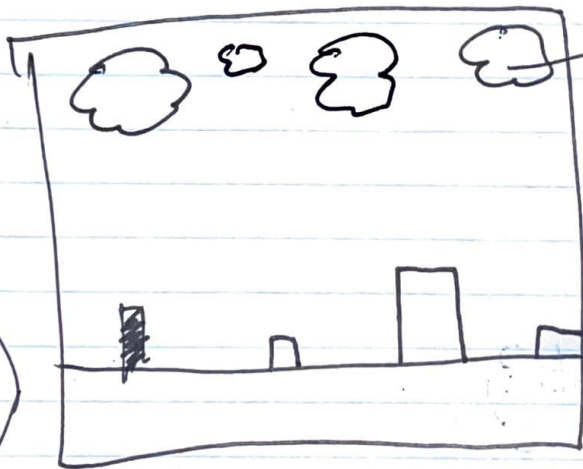
sky asset not loading???

Graphics.Draw(Texture, 0, 0);

Position.X = 10;

Corrupt Png

Update: Working when reuploaded Png



Pos 0,0

../Assets/skyBackground

Also had to direct back to asset folder.

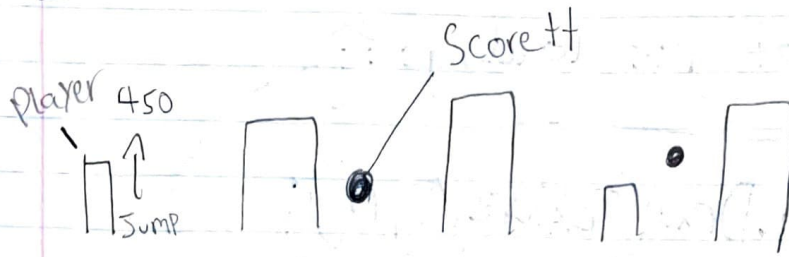
Problem = Player Feels too Floaty (light)

Jump Height = 350? 400? (450) feels good



AS OF NOV-29

4PM Game IS WORKING And COMPLETE



Player Class

- Position
- Size
- Jump height
- max Speed
- Gravity
- isTouchingGround

Sky class

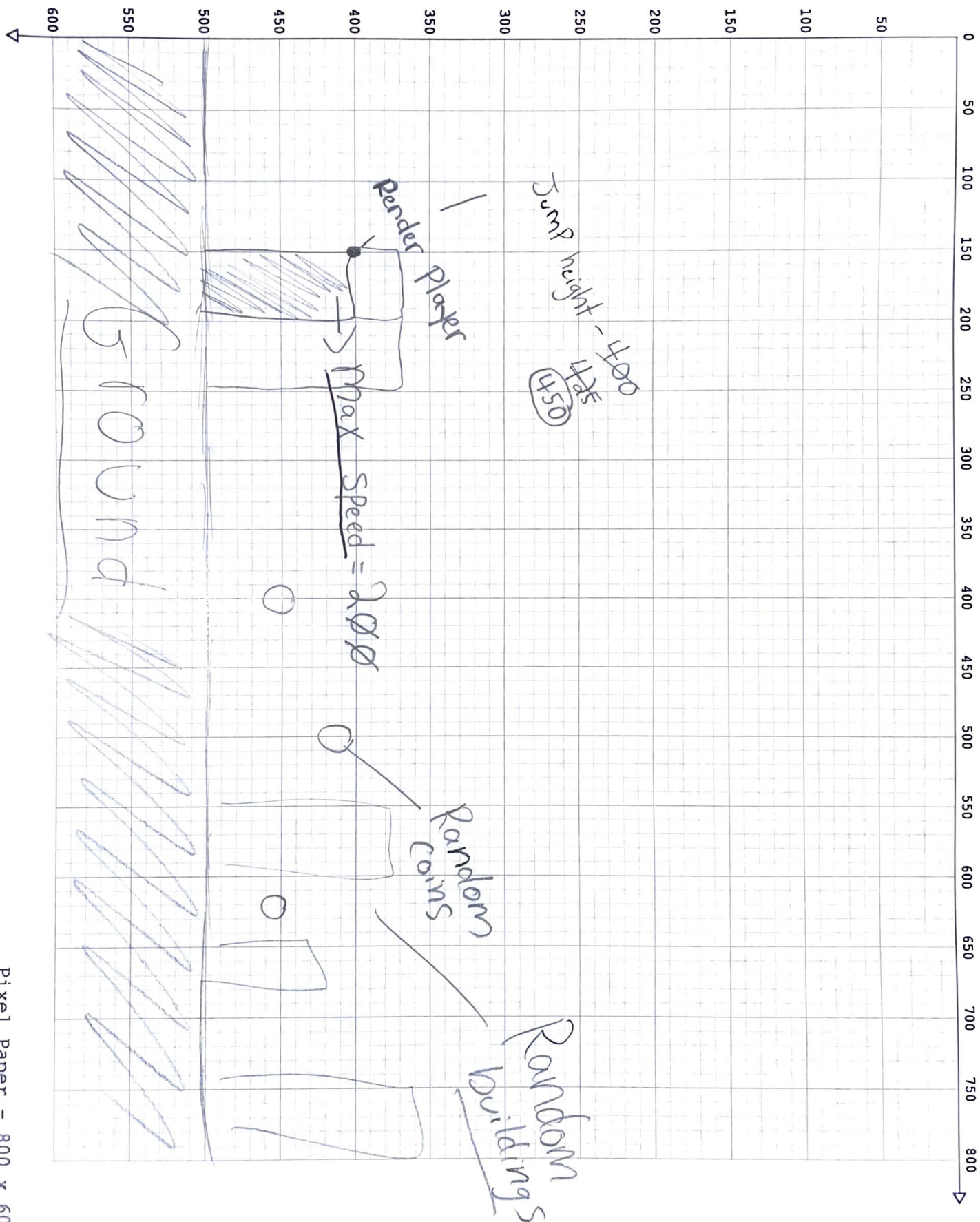
- Position

Merge conflicts?

issue keeps coming back to corrupt Png  
→ Rename sky png = fix

Merged Sky Class ✓

Input = Keyboard Input.Space



Load  
Sky Graphic.

$$\text{Player Speed} = \frac{200}{450}$$
$$\text{Player Jump} = \frac{450}{450}$$

- Draw/Render  
Player

- minimum  
building  
height

- max  
building  
height