

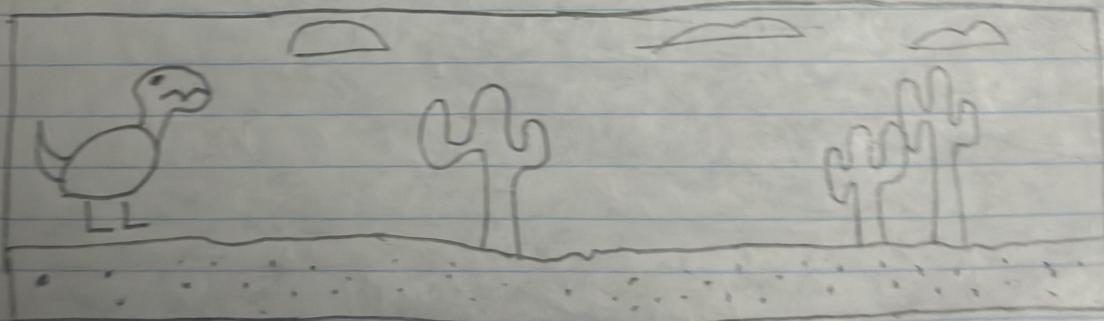
## Assignment 4: Collaborative 2D Game Project Process-work

Ciaran:

Thursday November 13<sup>th</sup>:

The DinoSaur Game is a browser game developed by Google that is built in to play when there is no internet connection connected to your computer.

In the game the main point is to avoid obstacles as a T-Rex to try and beat your high scores, there is no end to the game.



Our game idea is to take consideration from the Dinosaur Game but put our own Spin on it

Our idea is to do a Godzilla Version where instead of jumping over cactus's you will be

jumping over buildings.

My plan to be a contributer to the project is that I will be mostly working on implementing the random obstacles that come at the player as well as the collision with the player hitting one of the obstacles.

We have determined as a group that we will set the floor of the game to

Rectangle(0,500,800,100)

and the player to

Rectangle(150,400, 50,100)

The first thing I will be trying to implement is make the obstacles spawn in in various different areas starting from the right side moving to the left.

Wednesday November 13<sup>th</sup>

After a lot of troubleshooting I was able to figure out how to spawn in the obstacles.

The first challenge that came up when doing this was making them spawn in properly. My other 2D game I had everything set up inside the setup function as it never needed to change after starting the game. However with this game it is different as the obstacles need to be randomly changed to make it more fun to the player. I did this via putting most of the code inside of the Move() function in the buildings class.

Another thing that was quite a challenge to figure out was making sure to implement proper spacing between the objects so its fair for the player to be able to jump past the obstacles and not have it impossible to get by an object

I watched some videos on people creating the dinosaur game to get an idea of how I might want to go about doing the code for the obstacles, which was VERY helpful to me.

Tuesday November 16<sup>th</sup>

I pushed my changes to my branch and I will start to work on the collision once Nick can figure out the player movement.

Nick has been having some trouble with getting the player to stop jumping even while he's in mid air. During class I will look at what he has done and try to help him fix the problem. Then I can begin to work on getting the collision to work on the player as well as the buildings.

So we got everything to work so far, it was a bit of an issue putting some of the things we did however we all seem to be on the same track now. I was able to get the collision with the buildings and player so and Nick was also able to figure out the jumping issue, we now just need Evar and Noah to implement the things they are going to add.

Sunday November 24th 2024

Today I was informed from everyone that they will hopefully have their stuff implemented by the end of the day today. Once they all commit their implementations, I will start to commit them to my branch and fix any issues or bugs we may have.

I believe that once everything gets pushed I will be making the ending of the game win if the player collects 50 coins. This should not be too hard to implement.

