

### Process Work

working on an autoscroller  
uses singular jump button

my role: programming collision for collectable coins

- coins will appear alongside the obstacles/buildings
- colliding with them will collect the coins, increasing score
- colliding with the buildings ends the game

I did some experimenting and I found that having coins come in one at a time was better than having a lot of them at once because by the time the player completes one jump most of the terrain is brand new

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each jump is now like:

"do you want to risk it for the coin or make a safe jump?"

terrain is new by the time the player lands

coin collision can use the same ~~principles~~ principles as building collision: check if the shapes are intersecting

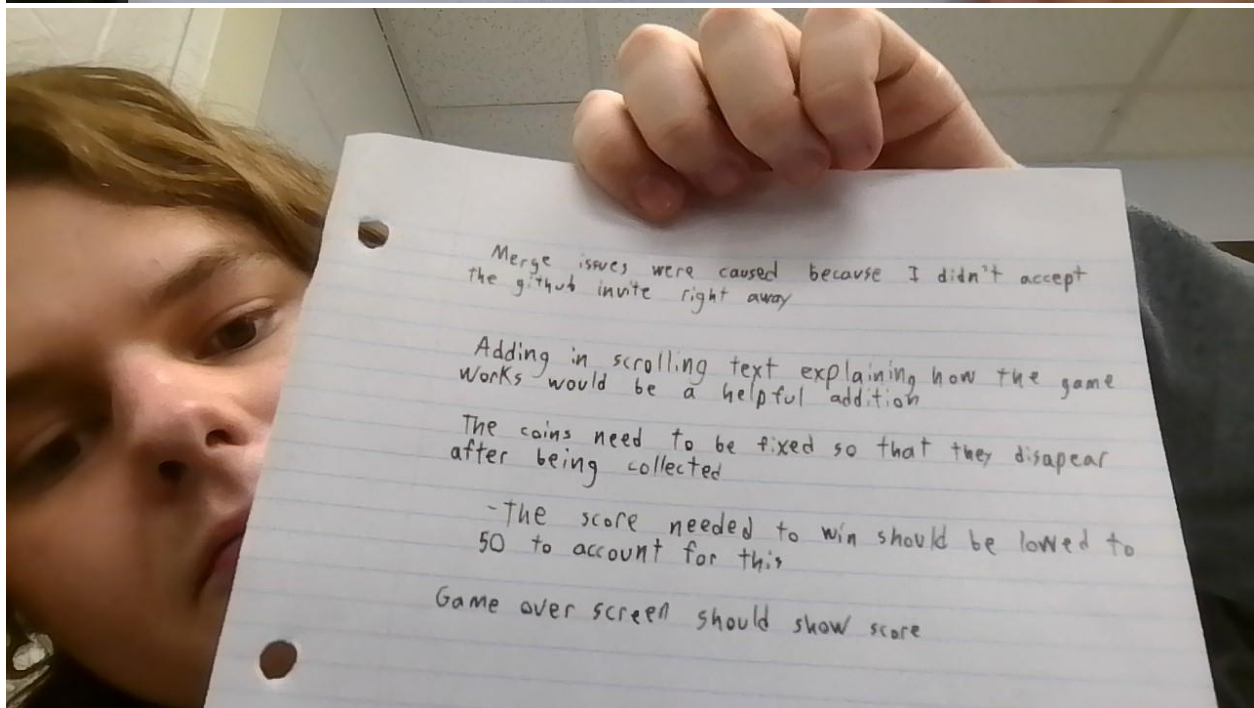
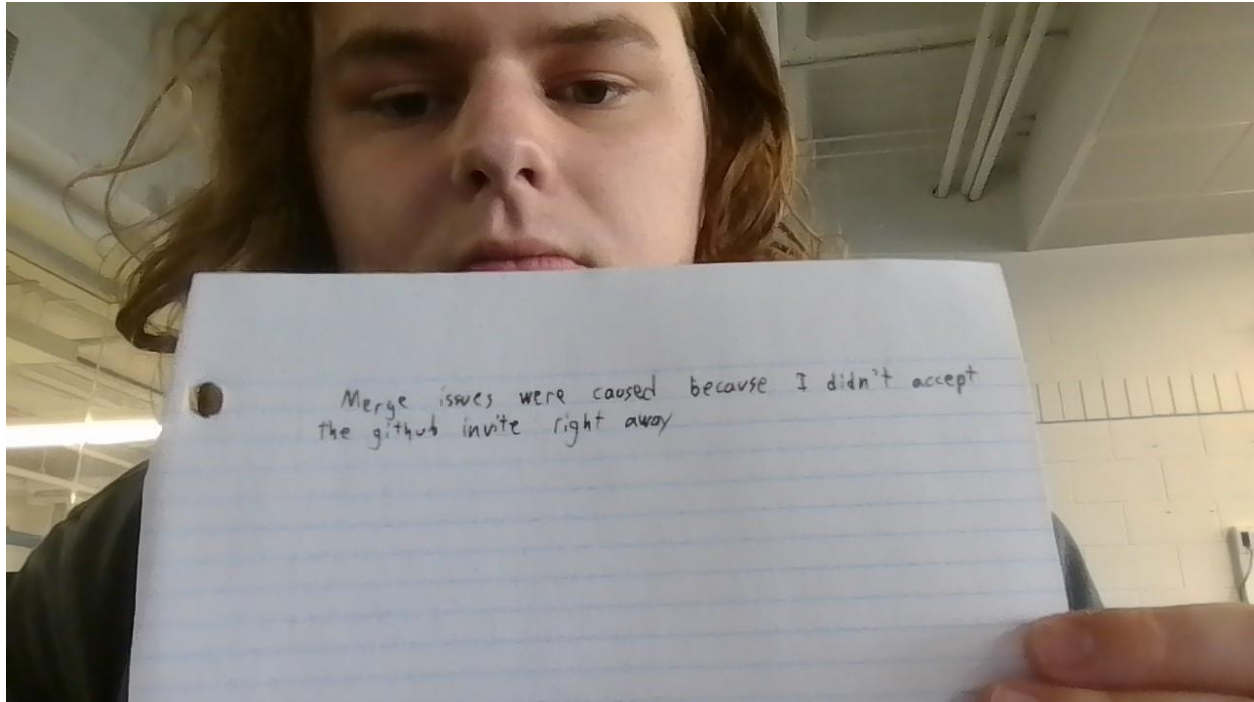
Coins despawn when collected, and then the score increases

Im ok with some of the coins spawning inside buildings. The player has to quickly judge if they can collect them without touching the ~~obstacle~~ building

Not every coin will be ~~obtainable~~ able to be obtained

player has to judge if they can collect it

having certain



(Proof that I did the coin spawning stuff that I forgot to commit properly, this is from the group member who helped with the coin collision)

