

### 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

working on an auto-runner  
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 alot of them at once because by the time the player completes one jump most of the terrain is brand new



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

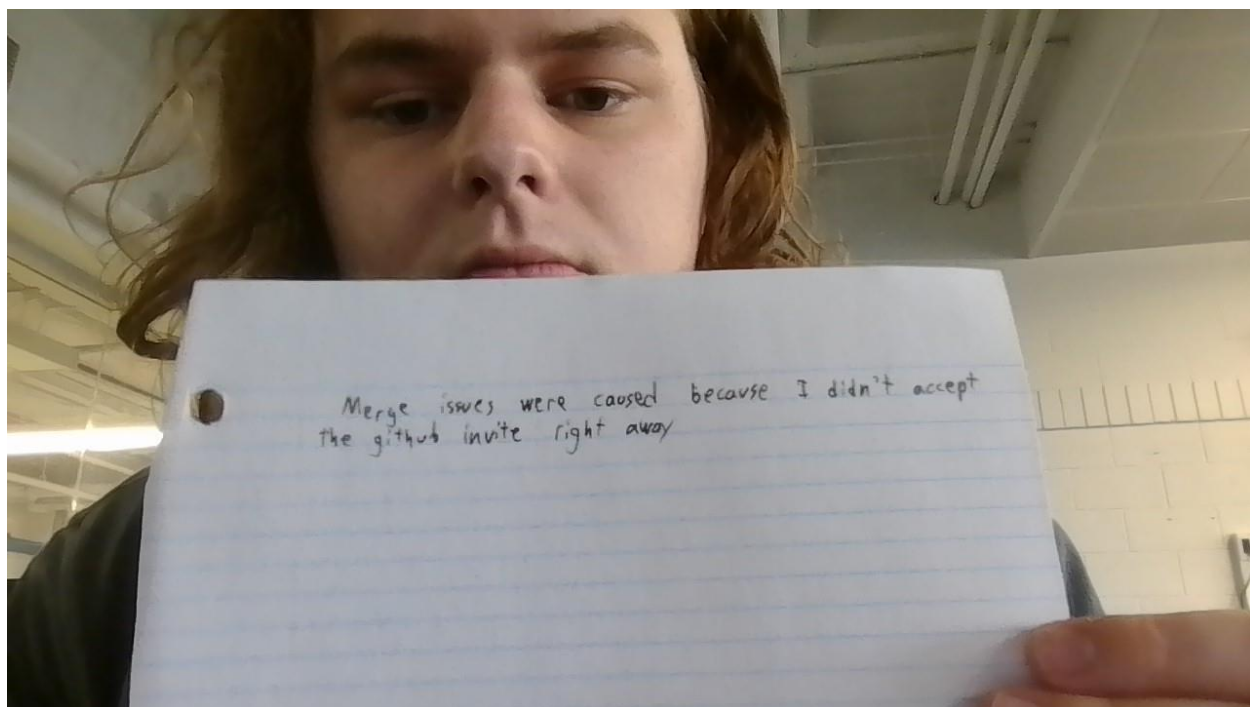
Coins despawn when collected, and then the score increases

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



Merge issues were caused because I didn't accept  
the github invite right away