Pg. 1 Mod

Spawn Point?

Change to "rectangle."

300, 300

Draw Game OVER Text

Player Collides with invisible barrier and gains 1 Point

Tubes Spawn as a random color?

Too close

Too close

100pt

too close

too close

Pixel Paper – 800 x 600
Graph Paper for Screen Coordinates
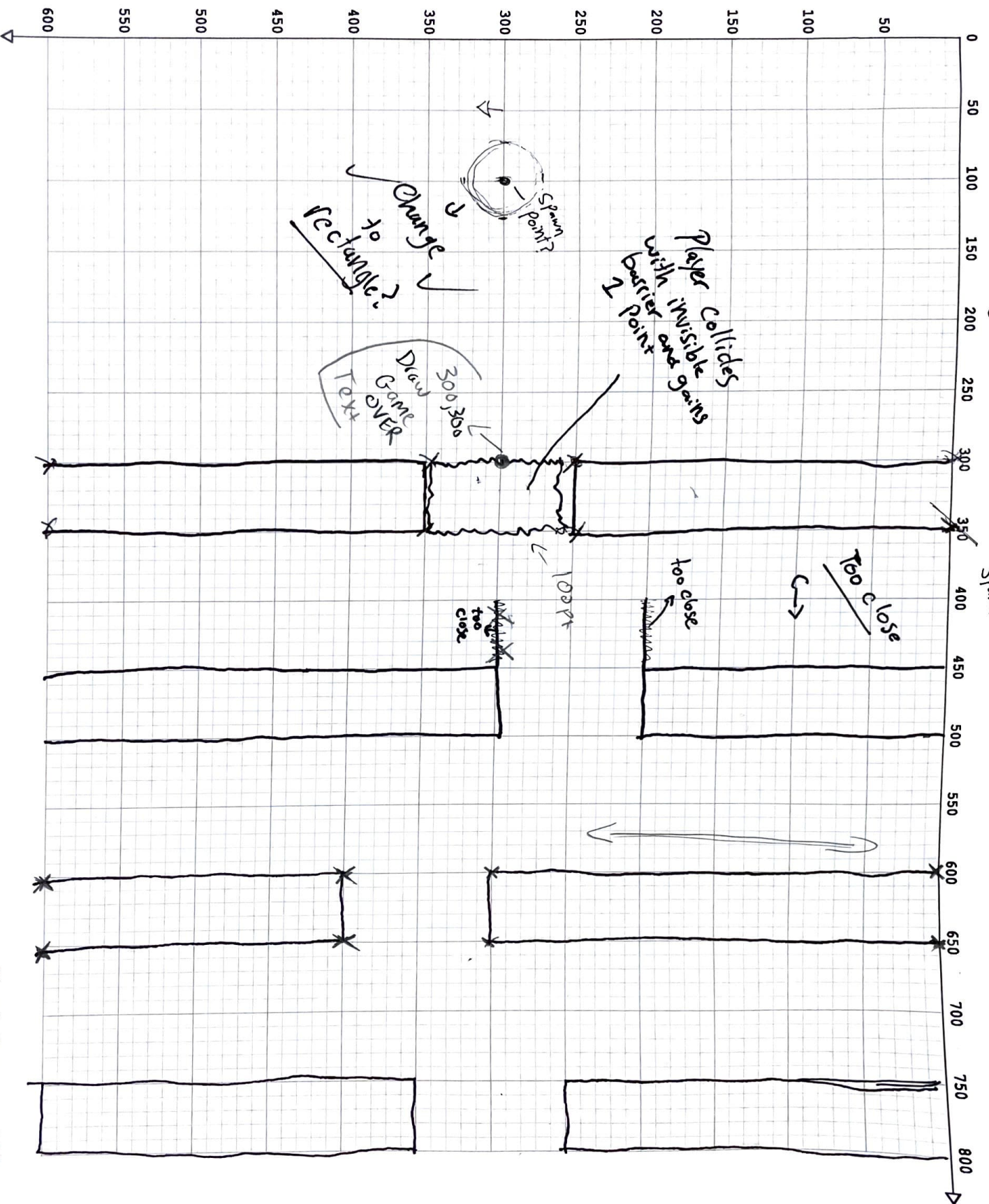
Pg 2 map
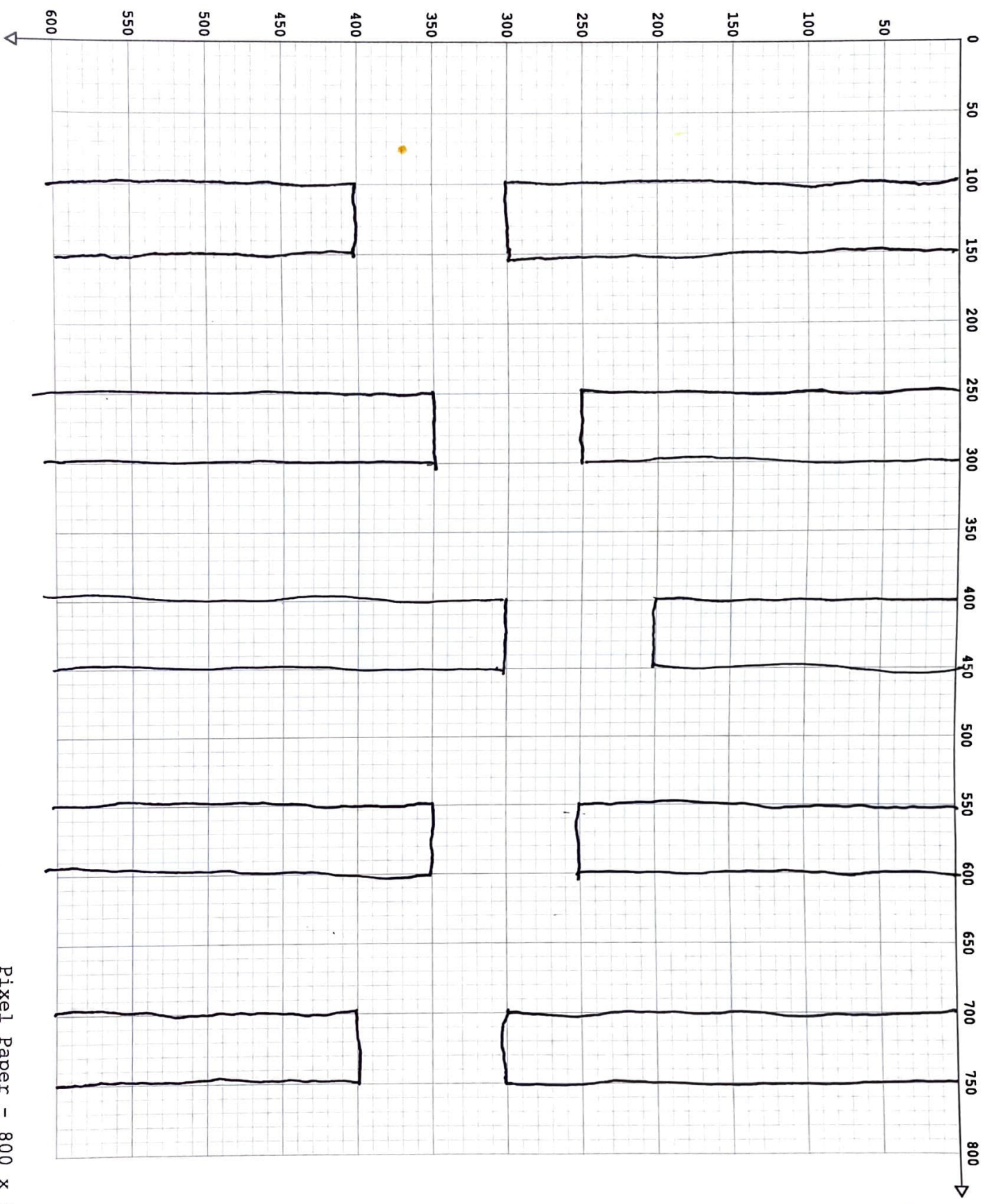
A3
2D Game Project

If Spacebar is Pressed
Velocity.Y := Terminal + Jump Height

`int PipeType 0`

←50→

Score ++

Clear

100px

Player class
- Position
- Size
- Move Speed

→ Player Functions
- Move
- Collide
- Render

Pipe class
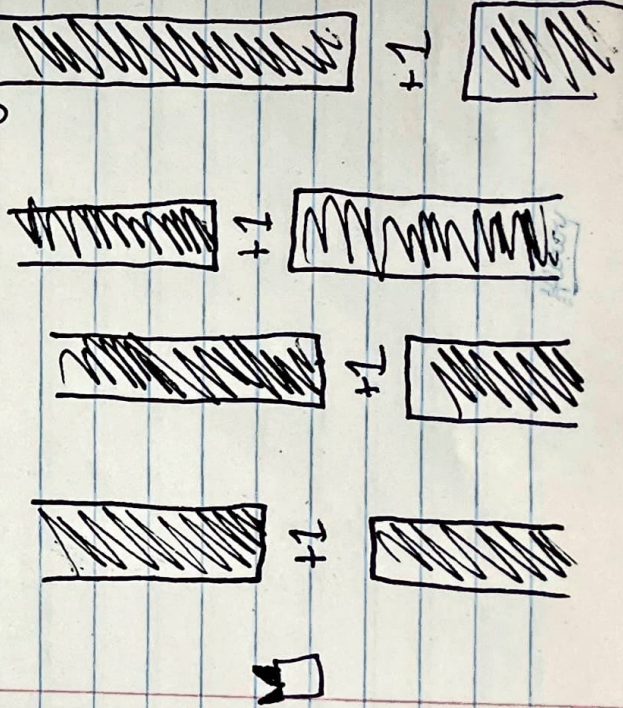- Position
- Size
- move speed
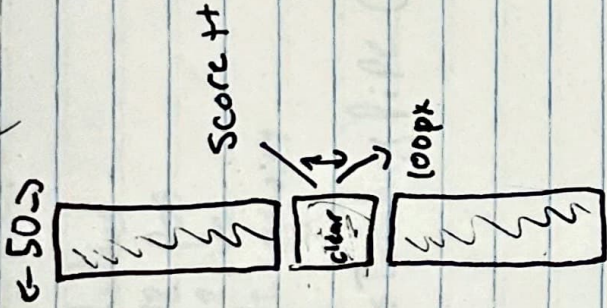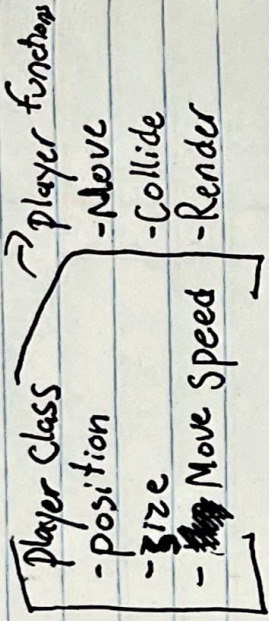
`int`
`PipeType`
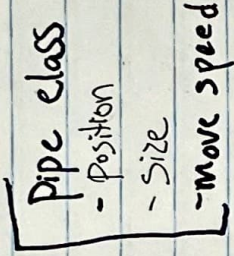
Flappy Bird type game
Player gets +1 point for each pipe pass
Player dies when they collide into Pipe/Ground
Score is displayed when player dies
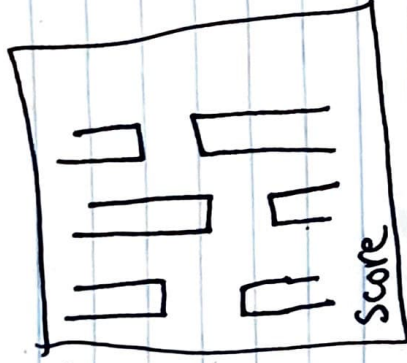Add clouds or background images?

Score:

+1   +1   +1   +1

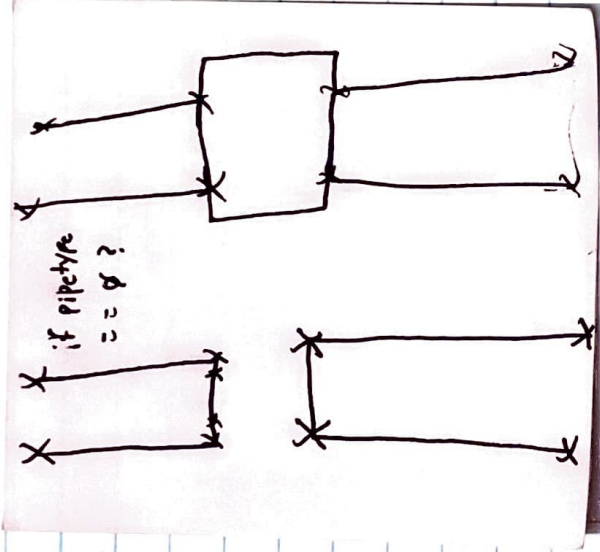etc.   +1

Float moveSpeed = $5f$?; X = too fast

↳ 2 = too slow/alright

if Spacebar isPressed

Velocity.Y = Terminal + Jump

Player passes through pipes gaining +1 score with each pipe. When player collides with pipe game ends.

Score

if pipetype == 0?

GAME OVER

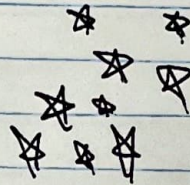| Class 1	Class 2	Class 3
Player	Pipes	Stars or clouds?

static

Stars State

Randomly place stactic stars (circles)

Star class ✓
Variables
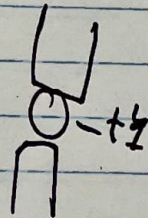- V2 Position ✓
- Float radius ✓
- Color ✓

functions
※ ✗ constructor
- Position
- radius
- color
✗ Render
- Fill Color = color
- Draw.Circle (Position, radius)

Score (count score)

Problems to Work Out

Player

Issue #1

Collision is too hard with a circle
⊵ Switching Player to square

Random Stars for class #3 not appearing?

✓ Position = new V2(Random.Int(0, 800), Random.Int(0, 600));

Move Game over
Screen 400, 300 ⇒ 300, 300

Space Pipes or make Speed
Slower?

Game is too difficult ↗
Changed Float movespeed down to
"3f"