# Odyssey Now! v0.2.14

Note: This was retroactively written.

Next bit of documentation should roll over to v0.3.1.

# TO DO:

The past few weeks and final step for the Odyssey Now! Fall 2017 portion was to correct the inertia portion of the emulation. Code existed for this already, but it was buggy and not accurate to the true Odyssey. This was a several week undertaking before any real results were shown, as much time was spent trying to understand the Odyssey’s behavior for this mechanism.

A few different implementations were considered, such as trying to mathematically slow progression, but the current solution implemented is simply to delay painting the screen if inertia is activated.

It creates an effect similar to what is produced on the Odyssey, but currently has a lot more bugs and needs to be tested and compared more rigorously.

An Android port has also been started, and is in its beginning stages that currently are not documented.

# Modifications from v0.2.11

The code for the inertia has been modified. Currently, it’s set to only update player’s location once every ten frames, which results in an effect similar to the inertia as in the real system. This figure can be adjusted, however, with a global variable.

# Issues

The code has a few issues. When the player leaves the top left of the screen, they are locked out of returning to that position, as if an invisible ‘force field’ is keeping them a certain distance away from the top and left sides of the screen. Currently, it is thought that this might be related to how the game stores the players location. Currently, player location is set immediately to the ‘x’ value, which due to the changes in how the game draws, more closely correlates to the final target that the player is attempted to reach. It would likely be more accurate to redesign the class so that the player thinks its current location is where it’s currently being drawn at. This would also help with some potential collision detection bugs that haven’t been seen, but theoretically may exist.

# Moving Forward

This is the final report for the Fall 2017 iteration of this project, and a more thorough report of everything that has happened this semester is also included within this documentation. Future goals include fixing these known bugs, working on full screen support, finishing the android and starting the linux port, and programming in bugs known to exist in the Odyssey.