

# AirCrash Report

I kept it simple this time around, I did not add anything that was outside of the scope of the project unlike what I USUALLY do. I was quite busy with the spring interactive.

## COMMITTS 1-4:

These commits were the initial commits when I made the repo. I added the ignore and attributes, changed my name in the header, main and game, and added all the asset files into their respective locations. Nothing out of the ordinary here, other than the fact that I changed my name not at the end of the project, but at the start. Usually, I completely forget and end up scrambling to upload a final commit to the repo titled “FINALLY CHANGED NAMES,” or another title along those lines.

## COMMITTS 5-8:

Commits 5-8 were fine enough to start with. Commit 5 added a fix for the library, which was an issue I COMPLETELY forgot about. I spent too long trying to figure out what was wrong with my code, when it was NOT really my fault. The rest of the commits added all the sprites for the project.

## COMMITTS 9-11:

This set of commits added boundary checking (like Mario, or bullet bill minus the resetting.) and it added movement and the debug graphics option. The movement was interesting enough to deal with. To break it down without bogging the PDF down with code and jargon, you drag the mouse, and it goes depending on how far you drag it, with some displacement attached to it. I'm not SUPER GREAT at maths, but I found that it was fine understanding all of the movement and vector logic for this project.

## COMMITTS 12-15:

The final set of commits added the actual logic for collisions. I knew about AABB collisions before this, but the distance collision was A good thing to know going forward. Also, the difference between local and global bounds was something I was NOT familiar with. To me, this was the real meat of this project and knowing it now *DEFINITELY* will help me out in the future. It also added the explosion. Understanding texture rects and spritesheets was key to getting this done right.