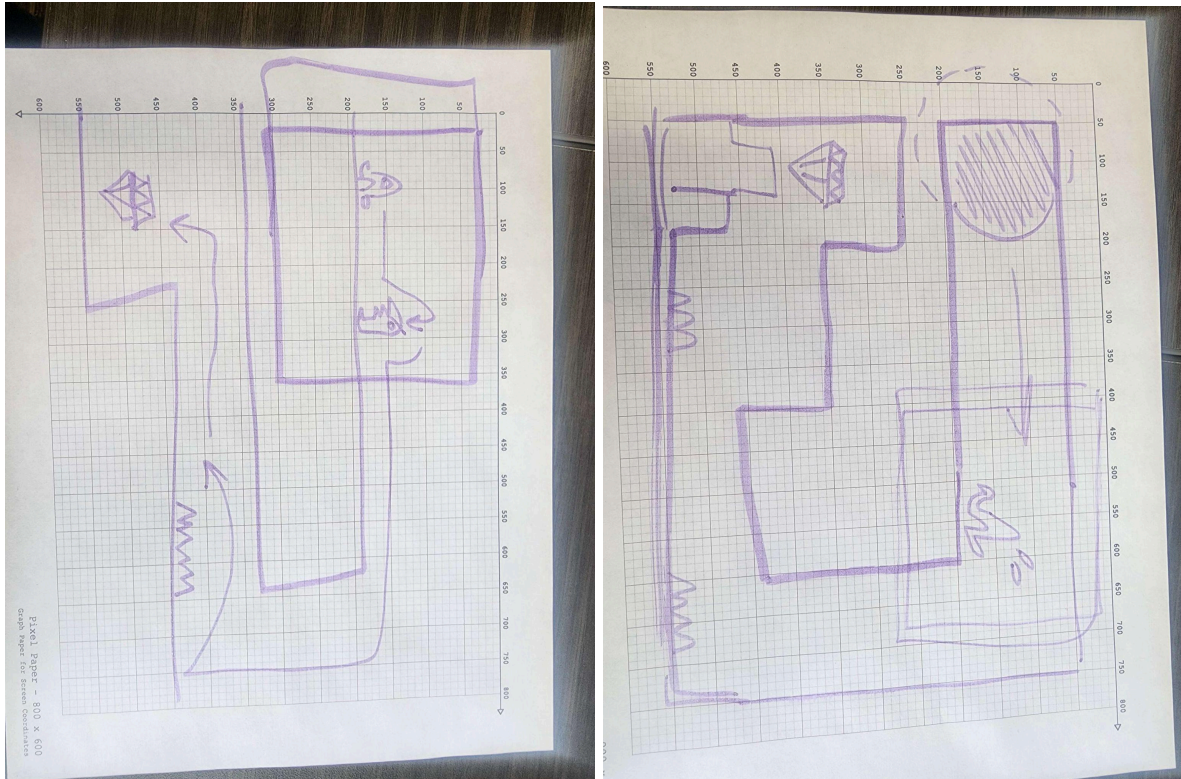


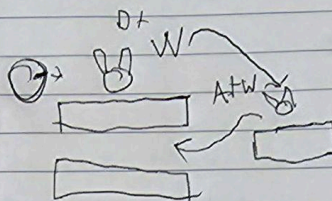
In-Class Concept Sketches



Handwritten Notes - Page #1

My Features

Movement + gravity
Roomba movement



- Movement + gravity
 - 2D, side perspective
 - 8 directions of movement

Left ← → Right

Left = A

Right = D

Jump = Space bar

Gravity

- ↳ will have to revert back to moves
- ↳ before its vectors but need a refresh

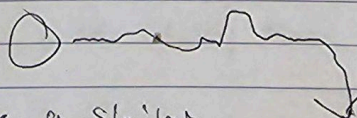
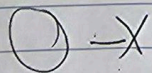
Roomba movement

- ↳ game will feature a ~~game~~ Entity chasing the player
- ↳ this is a Roomba based on our style direction

- initial plan is to have the Roomba start following the player's movements after a set time
 - ↳ will then follow the player's path until either level is done or the player is caught

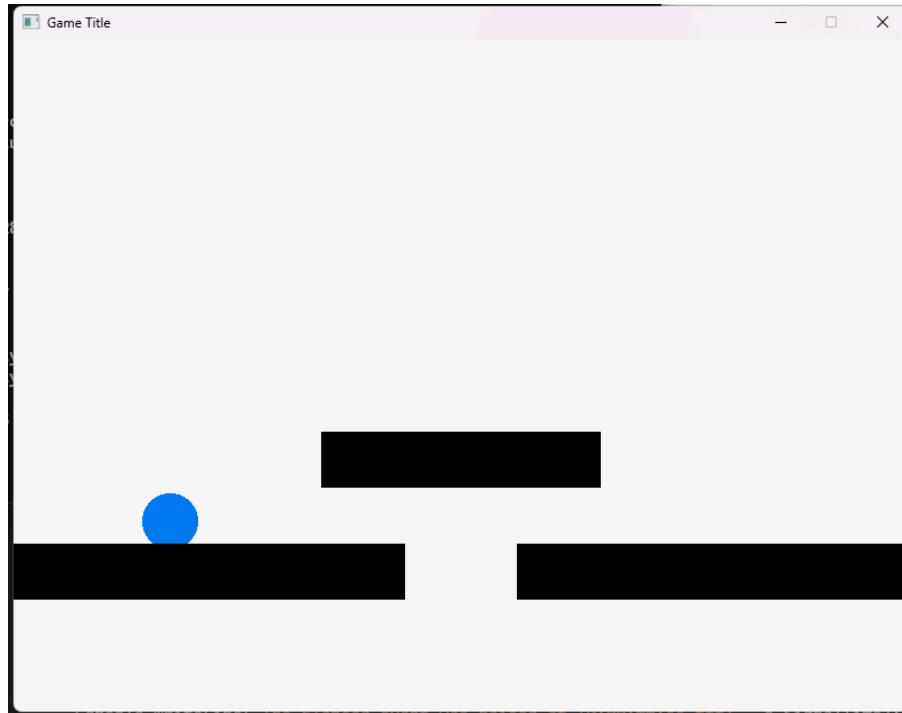
If - time remains

No time remains



- I think i can leverage a similar concept as I did for the snake game duplication code

In-progress shot - Gravity + Platform test



Handwritten Notes - Page #2

TO DO D - movement
D - gravity
□ - Roomba

Working Notes

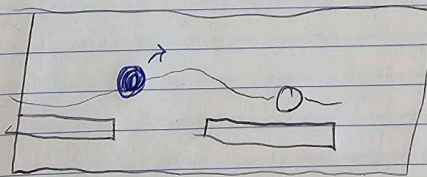
- So after referring to the movies and in-class example
but the test case keeps going to the do position
I got it! the code was trying to set screen size
without knowing the screen existed
adding `move.gravity = new MoveGravity` to setup fixes it!
Done

After adding a test block w/ collision (someone else is doing that)
I got gravity to work, I just need to stop the sink jittering
I know Raph talked about this, so I'm referring to my notes

- I got a jump added in, it's not smooth, but it's ok for now
 - ↳ the biggest takeaway is I had to learn how to set a timer for jumping, might remove it, but happy with it
 - ↳ so now a Player can only jump every three seconds

Roomba

For the Roomba, I'm going to use the same concept I used in Snake, having it remember the player's path and follow it



This way, the Player can try to buy time by doing odd paths - and to give the Roomba the effect of chasing their dust trail

- Having issues with the Roomba teleporting across the map in an instant

Handwritten Notes - Page #3

After trouble shortly, I kept hunking the issue up once the Roomba activates, it would jump to the plots in an instance. I'm going to try and solve this with a timer

- The timer did NOT work, it somehow made it worse...

While not a perfect fix, Adding breaks to the for loop has given the desired effect.

This may be my solution, unless something else comes to mind ~~before~~ After the team makes the map.

In progress Screenshot - Roomba Movement

