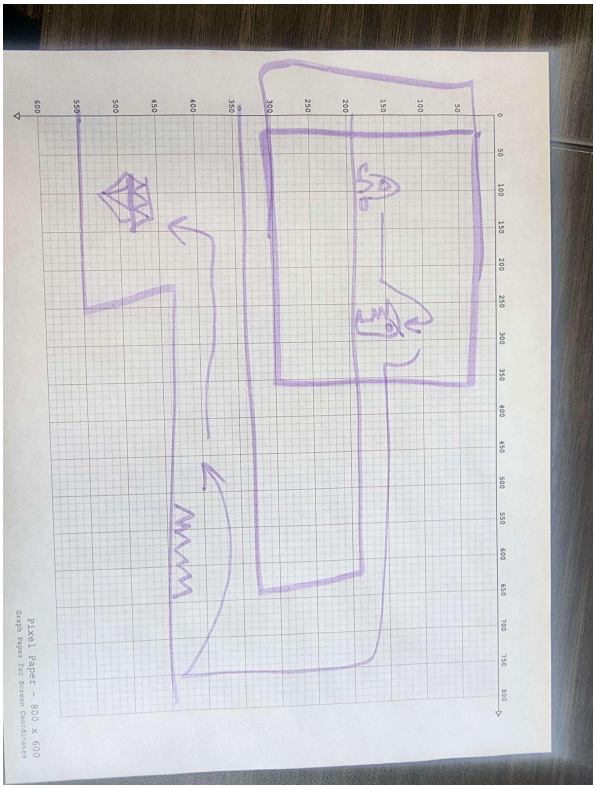
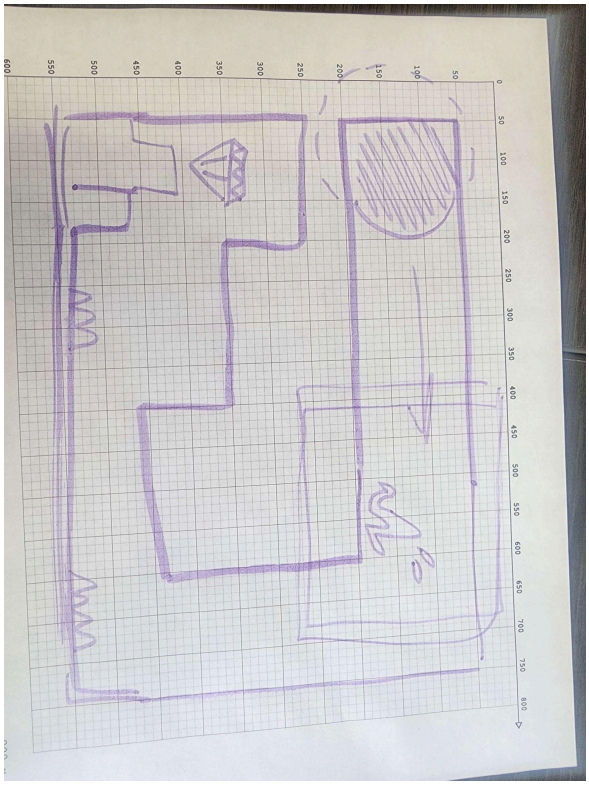
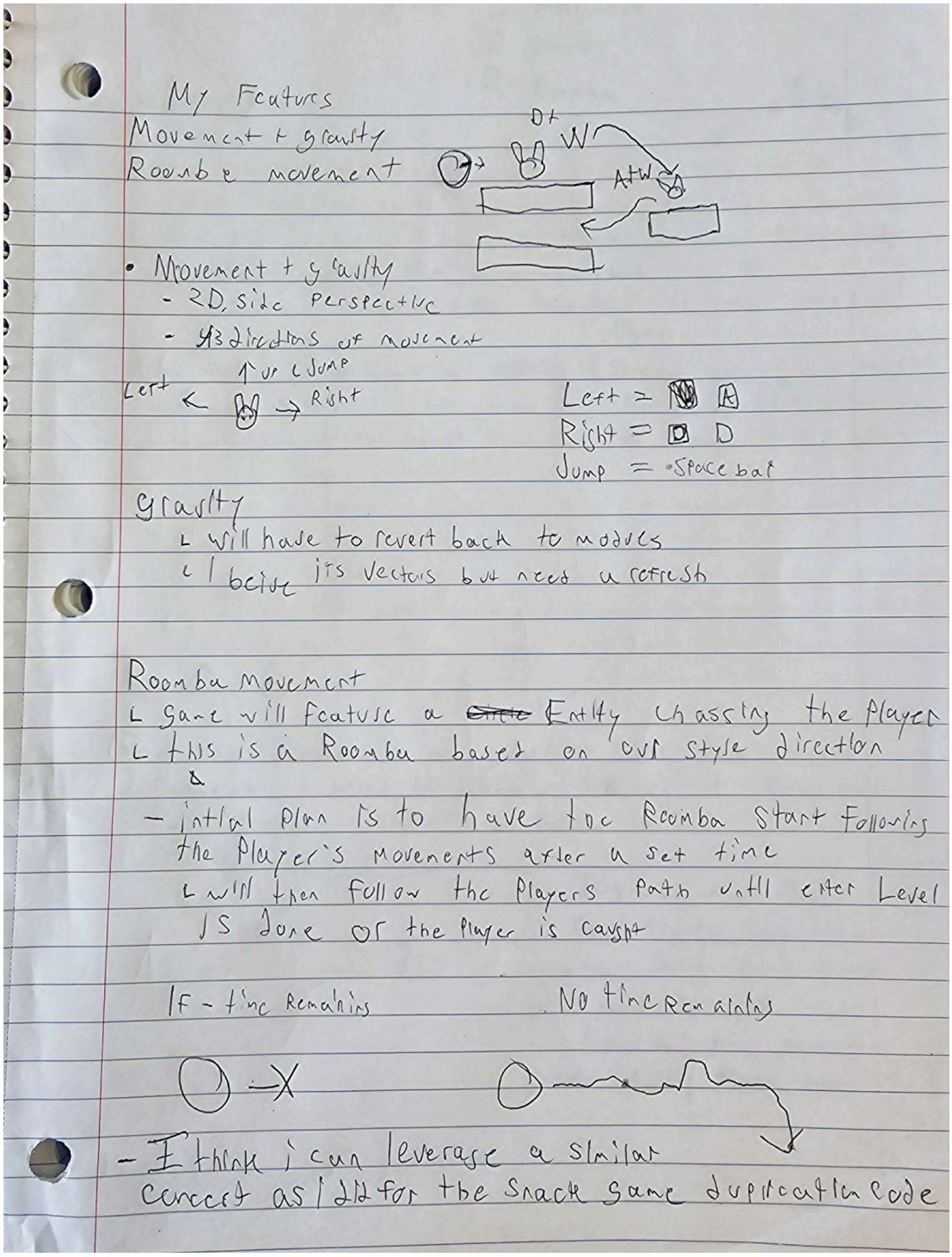
Game Development Fundamentals
Game Process Doc

In-Class Concept Sketches

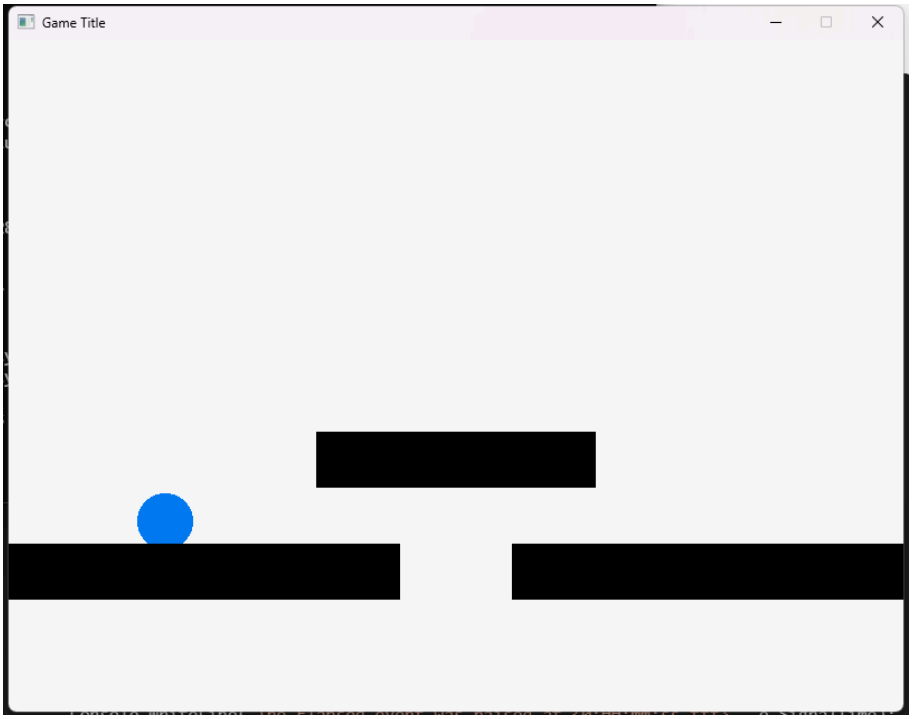




Handwritten Notes - Page #1



In-progress shot - Gravity + Platform test



Handwritten Notes - Page #2

To Do
- [x] - movement
- [x] - gravity
- [ ] - Roomba

Working Notes

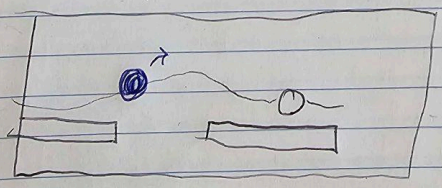
- So after Referring to the movies and in-class example but The test circle Keeps going to the 00 position I got it! The code was trying to set Screen size without knowing the screen existed adding moveGrav = New MoveGrav to setup fixes it!

After adding atest Block w/ collision (Someone else is doing that) I got gravity to work, just Need to stop the sink jittering I Know Raph talked about this, so im reading to my notes

- I got a Jump added in, it's not smooth, but it's ok for now
  - the bissist 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

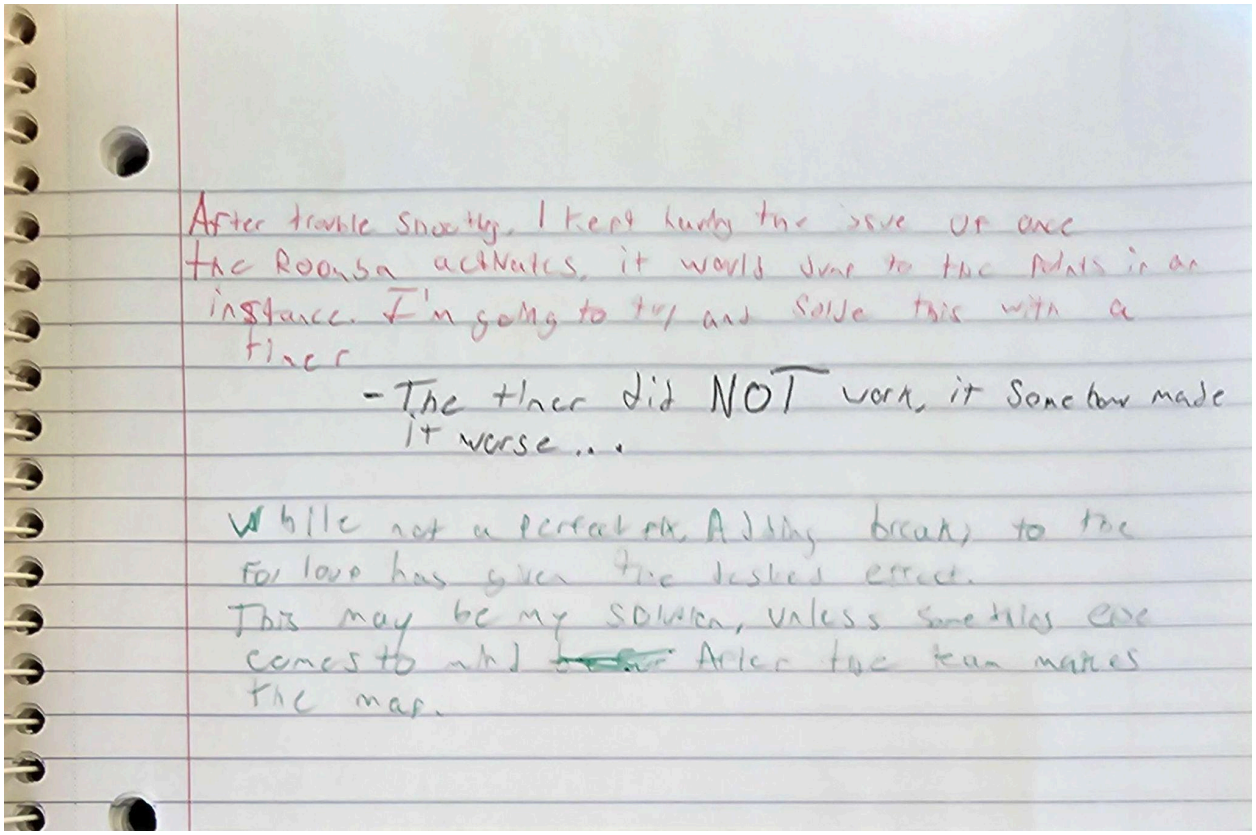
For the Roomba, im going to use the same concept I used in Snake, having it Remember the players path and follow it



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



In progress Screenshot - Roomba Movement