

Icy Tower clone

1st Idea

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Process work for A Scenf

Keep player in bounds left and right

Player class

How to go through the platform but also stand on it

Platform class

Middle platforms move

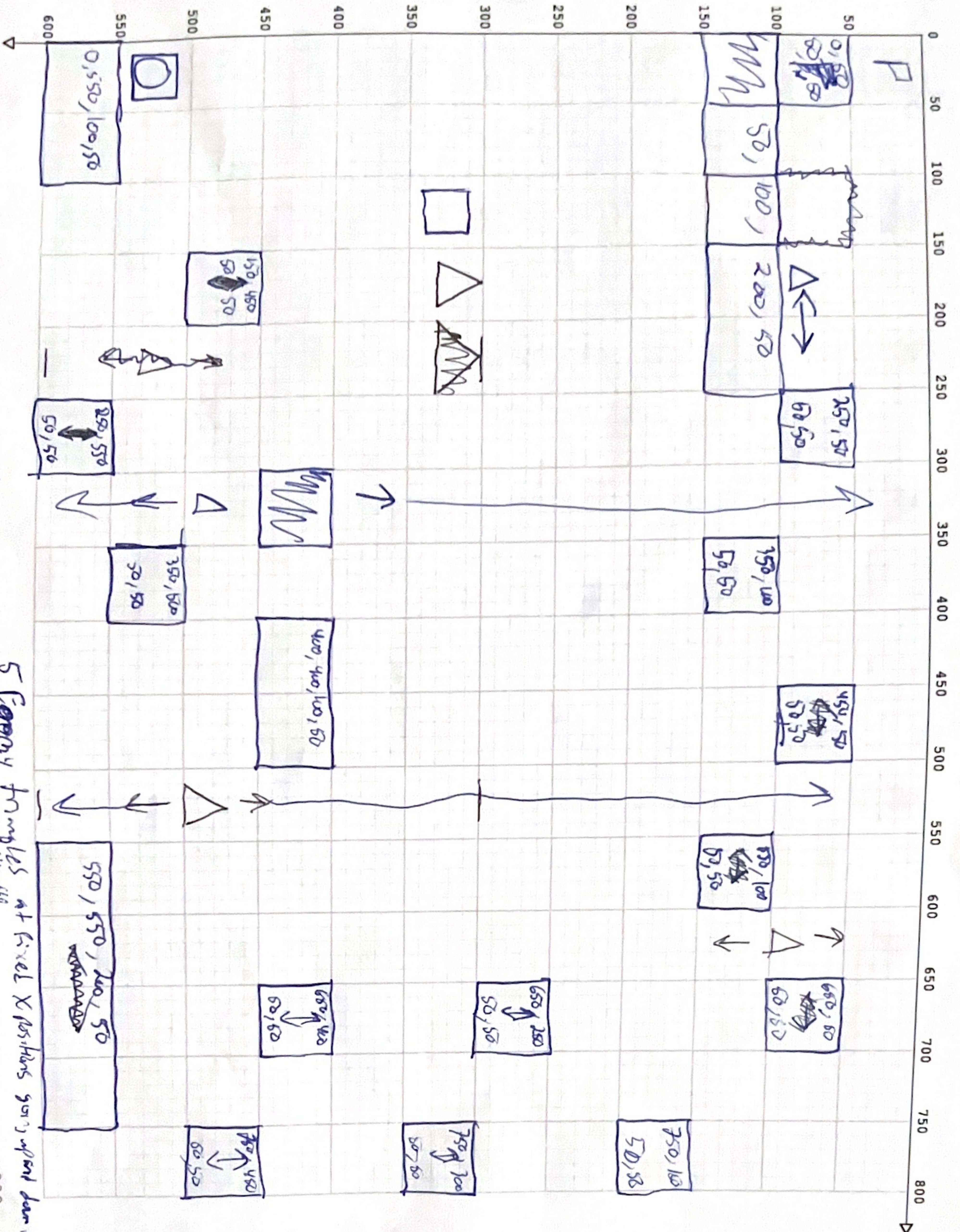
Make bottom of screen cause death if no platform is touched

Player movement - left, right, jump.

Gravity for player

Final Idea

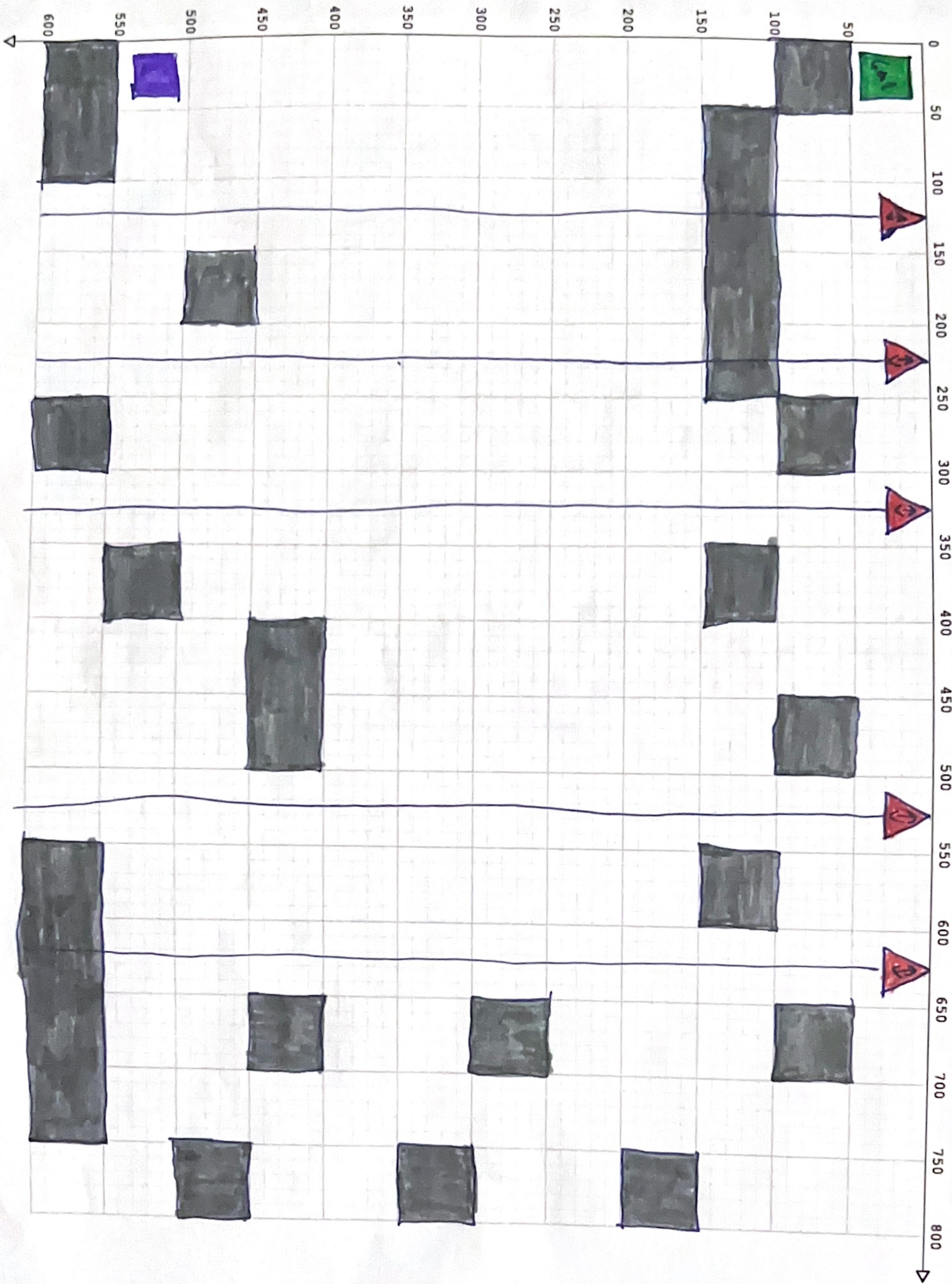
Final Idea



Plant Farmer

5 Enemy triangles at pixel positions you input down they are:
 1 X-175, Y-110, Z-6 20, 640, 640
 2 X-220, Y-40, Z-6 enemy, Y begin is +10, 30
 3 X-325, Y-911, Z-10
 Pixel Paper - 800 x 600
 Graph Paper for Screen Coordinates

Dungeon Hopper Final Map



Pixel Paper - 800 x 600
Graph Paper for Screen Coordinates

Process Var1C Dungeon Hopper

To Do

classes for Player, Enemies and Platforms ✓

Player movement ✓

Player render ✓

Enemy render ✓

Enemy movement - can't get the platforms to show up in game.cs properly? Solved! 2025-03-08 ✓

Platform render - Make an array containing the platforms, track where they go. Done ✓

Collision - First attempt went awful rewatch collision demo. Second attempt not much better. Fixed March 12

(Game over screen later) - made but buggy march 12

Make flag for the end goal - changed to square ✓

Program flag to end the game!

Victory Screen -

Gravity for player - implemented but buggy. Fixed march 10

Make both Game over and Victory Screens end game, (currently they just flash when you are touching the conditional but the game still continues).

If player falls off screen game ~~over~~ exits ✓

The last issue

Platforms

Rectangles dark grey

- 1 0, 550, 100, 50
- 2 150, 450, 50, 50
- 3 250, 550, 50, 50
- 4 350, 500, 50, 50
- 5 400, 400, 100, 50
- 6 550, 550, 200, 50
- 7 ~~750~~, 450, 50, 50
- 8 650, 400, 50, 50
- 9 750, 300, 50, 50
- 10 650, 250, 50, 50
- 11 750, 150, 50, 50
- 12 650, 60, 50, 50
- 13 650, 100, 50, 50
- 14 450, 50, 50, 50
- 15 350, 100, 50, 50
- 16 250, 50, 50, 50
- 17 50, 100, 200, 50
- 18 0, 50, 50, 50, ~~50~~

Enemies - triangles, Red

- 1-125, 0, 140, 30, 110, 30
- 2-225, 0, 240, 30, 210, 30
- 3-325, 0, 340, 30, 310, 30
- 4-525, 0, 540, 30, 510, 30
- 5-625, 0, 640, 30, 610, 30

Player Rectangle Magenta

10, 500, 30, 30