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<Assignment 2 One Button Prototype>

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Your Student ID

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Task #1

## Identify and describe common game programming languages, their syntax, and command structures

**Java**

The Java language is a multi-platform language that’s particularly helpful in networking. Of course, mostly this language is used on the web with Java applets. However, this language is used to design cross platform programs, since it is like C++ in structure and syntax. For C++ programmers, Java language is very easy to learn and it offers some advantages provided by object-oriented programming

**C++**

The C++ language is object-oriented which means it is as a collection of objects that communicate via using each other's methods and is helpful when used in large projects. Programmers can collaborate one program into different parts or even one individual work on each part of the program. The structure of object oriented also permit code to be reused many times.

**Python**

Python is considered a high-level, interpreted, interactive and object-oriented scripting language. Python is designed to be highly readable. It uses English keywords frequently whereas other languages use punctuation, and it has fewer syntax constructions than other languages. The syntax of Python is the set of rules that defines how a Python program will be written and interpreted. The Python language has many similarities to Perl, C, and Java. However, there are some definite differences between the languages.

## Explain Boolean algebra and how you can apply it to your game

Basic Booleans are used to set true or false statements in scripts within unity (and other programming languages). In my game I use “Bool isToRightOfBird” this sets to true if the object I’m referring to is to the right of the bird. If this is true, then a pipe will spawn to the right of the bird.