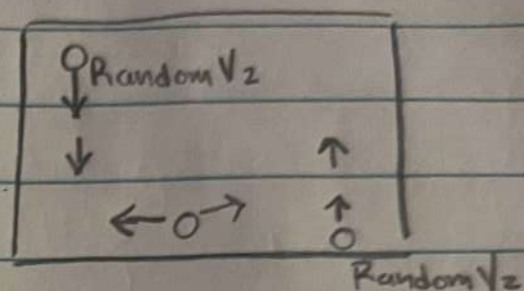


highway
make a car game

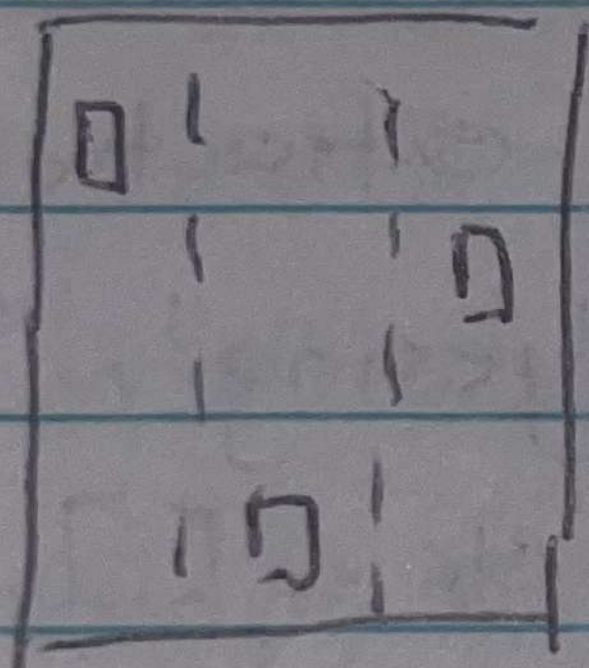
dodge random cars



make random cars spawn from random pos.

spawn faster cars from under

How to make cars (NPC & Faster cars) keep spawning



Σ

□

Motion sin and Cos

$\text{Math}.\text{Sin}(\text{float radians}), \text{Math}.\text{Cos}(\text{float radians})$

Code

uget time as driver for sine wave

5secs/
cycle

$\text{float secondsPerCycle} = \text{Time}.\text{secondsElapsed} / 5;$

$\text{float cycle} = \text{secondsPerCycle} * \text{Math}.\text{F}.\text{Tau}; \text{1 cyc} = 2\pi \text{ radians} = \text{Tau}$

uget position of wave

$\text{float screencentreY} = \text{Window}.\text{Height} / 2;$

$\text{float waveOffset} = \text{Math}.\text{F}.\text{Sin}(\text{cycle}) * 100;$

$\text{float positionY} = \text{screencentreY} + \text{waveOffset};$

$\text{Vector2 lineLeft} = \text{new Vector2}(0, \text{positionY});$

$\text{Vector2 lineRight} = \text{new Vector2}(\text{Window}.\text{Width}, \text{positionY});$

u draw line across

$\text{Draw}.\text{Line}(\text{lineLeft}, \text{lineRight})$

