

THE DANCING STICK

Rotem Duvdevani

Concept

Dancing Stick is a Just Dance-inspired stickman game where players use arrow keys to guide a stick figure through various dance moves. Each key triggers a unique dance animation, and players can either follow a set sequence of instructions to complete the game or dance freestyle for fun and creativity.

Architecture

The project is based on 2 jack files -

- **Main.jack** - The Main file serves as the entry point for the program. It initializes the necessary object (stick), sets up the initial game or state, and manages the main loop that handles updates and user interactions. This file manages the overall flow of the program.
- **Stick.jack** - The Stick file is responsible for creating and managing the Stickman object. It defines all the necessary functions for generating bitmap frames, which are called sequentially by the main function to create the desired animations and behaviors.

Motivation

As a child, I often enjoyed doodling stick figure frames in my notebook and flipping through the pages to watch them come to life. When I encountered the provided bitmap creator, the idea of replicating this childhood pastime in a more structured and dynamic way became immediately clear, inspiring the creation of this project.

[Video Link](#)

Names and Emails

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