

Period: 3

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Group name: citrus

Project title: Jump

Project description:

Player controls an object on a platform. The next platform is a certain distance away from the current one. The longer the player holds down the farther the object jumps. The goal is to reach the maximum number of platforms without dying.

Current functionalities:

- Draw current and next platform
- Object jumps in a parabolic path
- The longer the player holds the farther object jumps

Functionalities to be done by next meeting:

- Hold animation
- Objects stops on the next platform

Problems encountered:

- Calculate time elapsed between when the key is pressed to when it is released.
Solution: used millis().
- Error: The class “__” can not have the same name as your sketch or its enclosing class.
Solution: adding 0 after my sketch name.

UML Diagram:



