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Full disclosure I just gave up at 12 o'clock on the 15 because I couldn't get it done, I bit off way more than I could chew. Between my computer being shitty and just not fully grasping the complexity of the thing I was trying to make I hit a point where I couldn't continue without basically completely letting go of control to someone else

What I did do that I am happy about thought is create a shitload of classes, many of which are moving sprites, which came together on a single sketch some of which even interact with each other. By the way the lemon shot does kill things it's just set not to kill things if they already breached megamans hit box which they always do because the lemon never shoots

I started by creating the background which is two copies of the same image that constantly scroll from one side of the screen to the other until they are completely remove themselves from the canvas, at which point they rest to their original position. Having two copies of the background, starting one after the other, ensures that there is always one on screen and that any gap on the canvas is covered.

The floor/ground is just a rectangle that never moves, and starts and ends slightly of canvas. The ground never has to move because the movement of the background gives the entire work the felling of progression while still keeping key elements securely in frame.

The life bar consists of two rect shapes, one solid black, on slightly smaller and yellow. The yellow rect, called life, has two vars, lifetop and lifebottom that replace the y coordinates. Whenever megaman takes damage life top increases by 2 and lifebottom decreases by 2. When lifetop is equal to 170 the bar vanishes and the game ends.

Due to limitations megaman does not take damage so the life is mapped to the d key.

From here on every item described is a class.

Platforms are spawned on a random array at 150,250,350 this keeps the platforms from lining up with each other while also ensuring that the gap between platforms is not so large megaman cannot jump between them.

Greenmen spawn on the same array as the platforms to keep them planted on the platforms at all times. This is to discourage the player from staying on a single line of platforms. Greenmen also deal the most damage and spawn the least often

Bullets are almost completely random in their position and move speed, the only stipulation is that they do not spawn low enough to hit megaman if he is on the ground, as such they also deal the least damage. The primary purposes of bullets are to keep megaman jumping and to pull fire away from the more important enemies by causing the player to use up their limited amount of shots.

Helmets only spawn on the ground and deal medium damage, they serve the purpose of encouraging megaman to jump onto the platform but are themselves jumpable in a way that the player does not have to land on a platform to evade them. Helmets will sometimes spawn in cluster which force the player to take damage or reach platforms as the cluster is too large to jump

Megaman jumps as long as 'a' is pressed or until he reaches the top of his jump height for tight control. megaman jumps and shoots and runs and has different sprites, he is perfectly how I want him, the issue is that other classes can't seem to find him when they are called