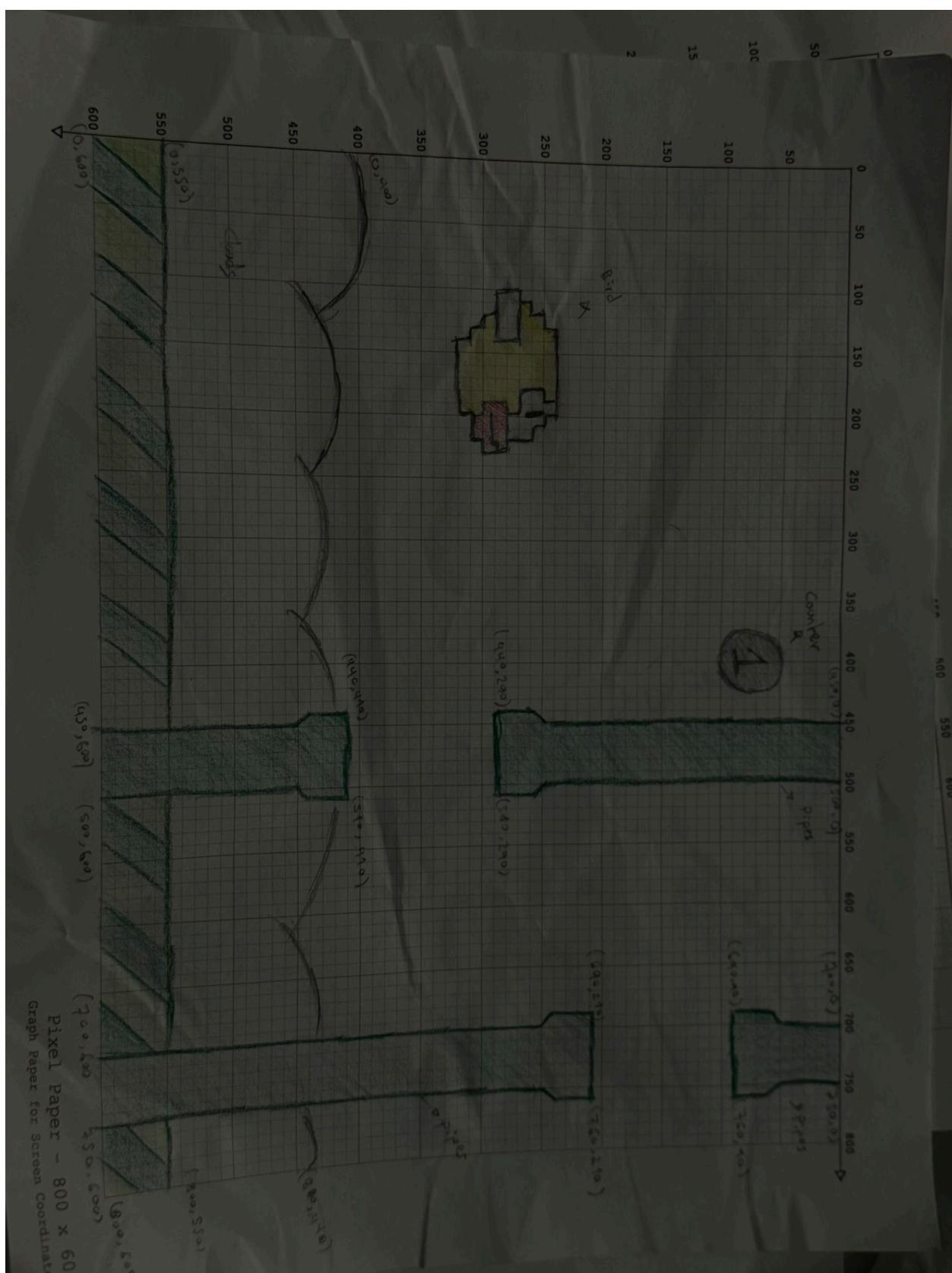
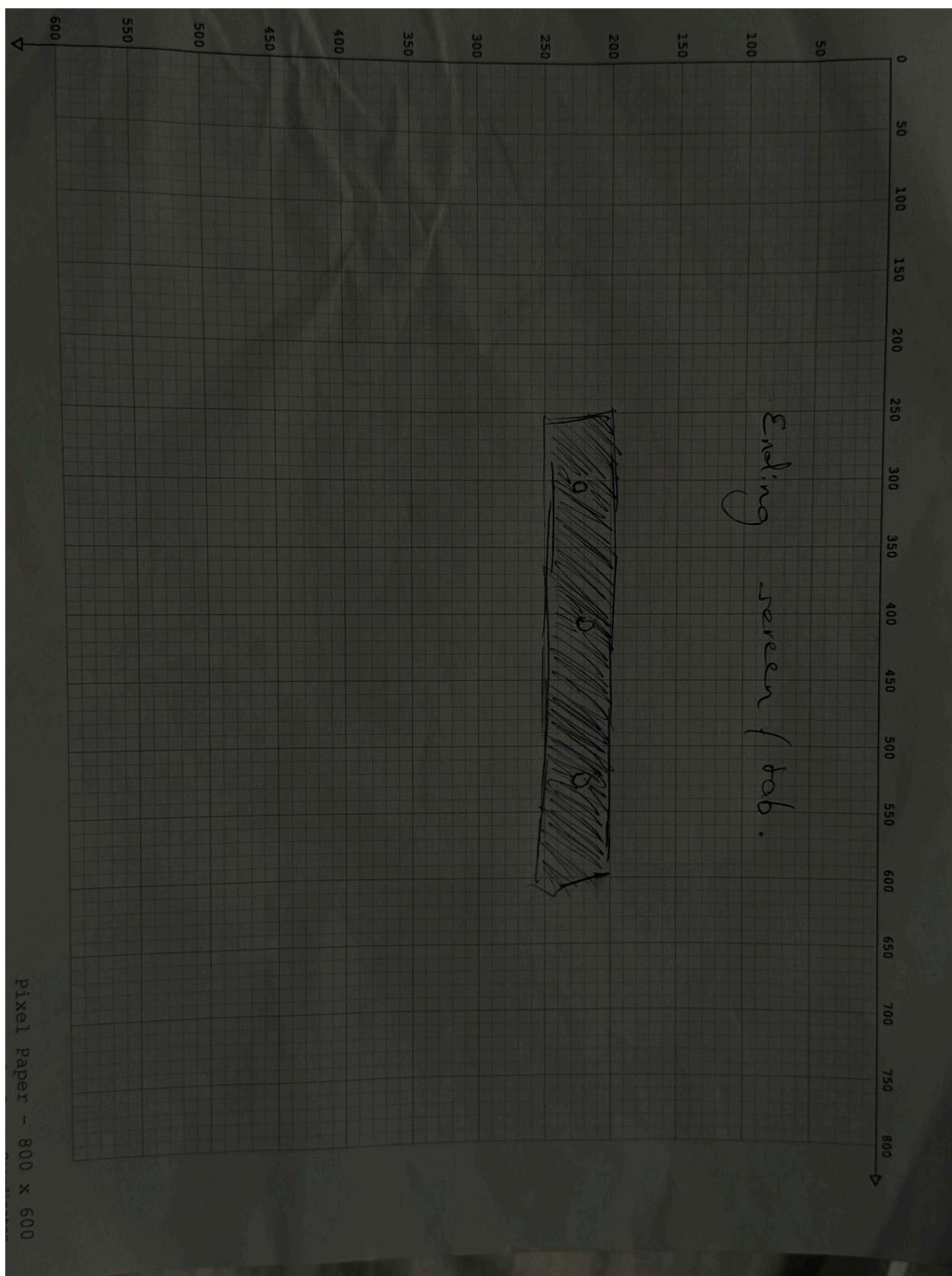


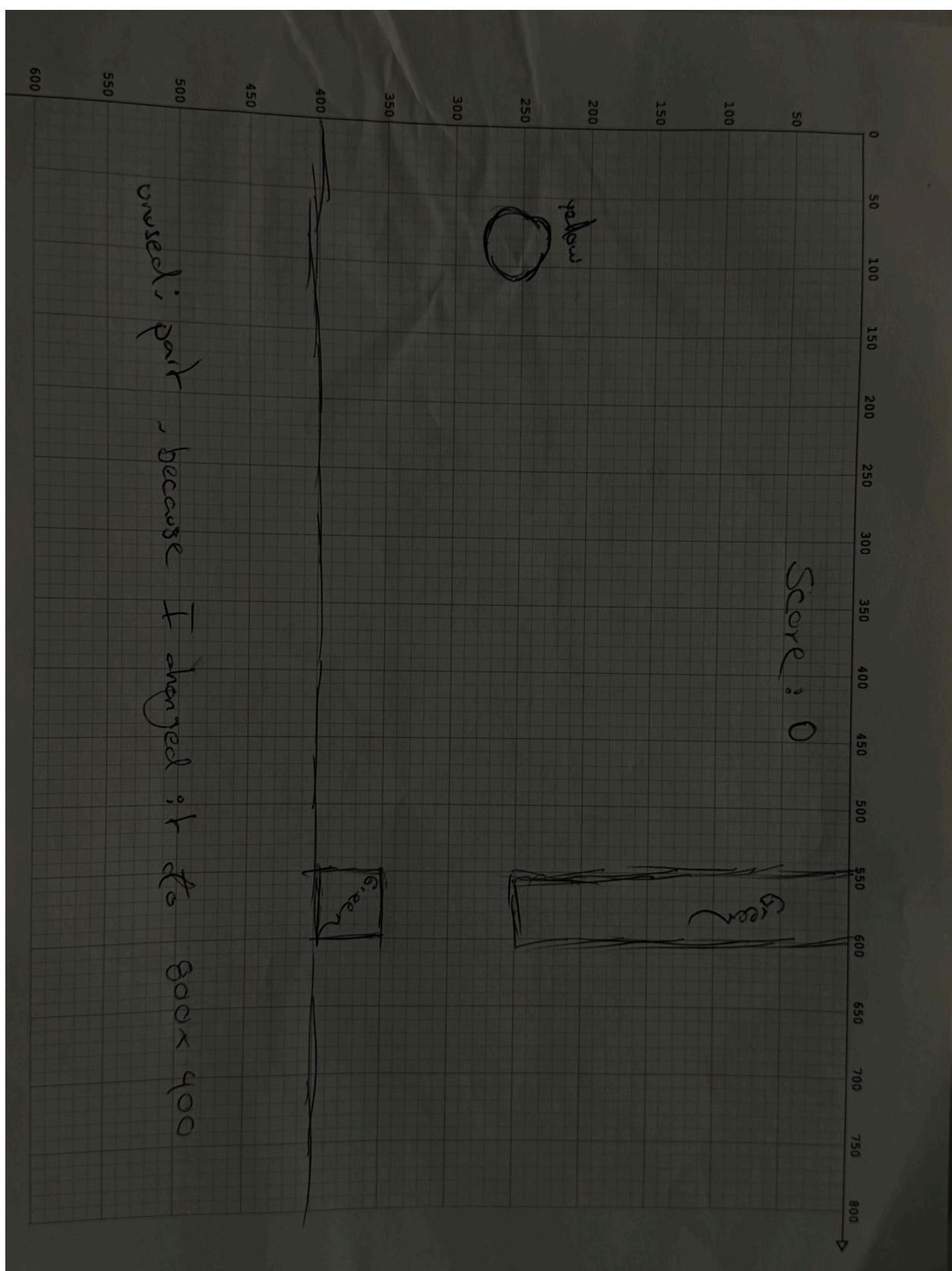
PROCESS WORK



PROCESS WORK



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PROCESS WORK

programming A3,
Mistakes I run into while coding each class.

-Pipe.cs

- I did "public int Passed;" instead of "public bool passed" so the return true and false, weren't working.
- I was using "New random" instead of "new System.Random" so I saw the compiler error "CS0712".

-Character.cs

- The ball was falling straight down once the program started, I fixed this by creating a boolean to see if the player had jumped.

- The gravity wasn't being applied, even though I used it on Movement.cs, So I fixed it

by adding the function "Apply Gravity()" and declaring variables like gravity and jump strength to later initialize them.

PROCESS WORK

Programming a3.

More mistakes.

-Counter.cs

- Used "draw.text" instead of "text.draw".
- I used "draw.fillColor" inside of "text.draw(score)" when there only goes the text and coords.
- "Draw" wasn't defined in my "Score" class.

-Game.cs.

- Used "new Random" instead of "System.Random"
- Problems with the level of protection of my functions in order to weave them between classes,
- Issues declaring and initializing variables.
- Calling through the workspace.