for group project N°4 :   process work i.e. pseudo code

Remember to set screensite
720px × 1280px

↑
[┌─────┐
Team Said so]   for game = start   Spawn player graphic

maybe make it a bool
So if bool is positive it'll spawn player

for game = start   Spawn player graphic

Try making bool values for each key in WASD when specific bool is pos +
then move in cardinal direction (i.e. W = pos then move y ++ if else
than Stand still) ?? possible option

X No strafeing yet! no diagnal movement ↗ only up down left Right

Draw function (Variable)   (a good chunck of my process work
                                   is in comments on my branches!)

└→ Almost finishes!
      finishing touches
        └→ Make things in pascal case!
        └→ Non critical bug involving borders) (make the player character
      unable to leave the bounds of the window)
      Possibly make it like Snake or pacman where the map loops?
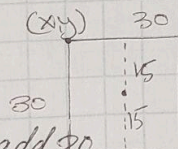
Update (Bug fix) ↓   create a new branch off current main post merge

(Bug) make there be a border so the player character doesn't go off screen.
            Window Size 800, 800

if (position >= 800 or
    (Position (Player x >= 800) or (Player y >= 800)

Bug Fix #1   (im trying to do some of the math
                 for this bug fix here)

Size 30 px   (x,y)   30
position (x,y)   [   ]15
                  30   [   ]15

think i should make it add 30
so that the x & y   +30?
would be 4on0
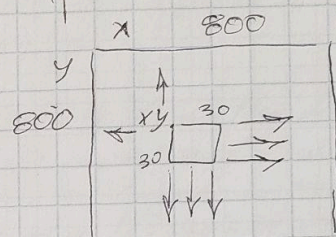   If (playor x greates or equal to 800)
    then

        x + 30 >= 800
        y + 30 >= 800

    mistakes

    its seems my code isnt working

Boardes for x
) Left
            x   800 | Right
        y
    800   [x,y 30 →→]
          [30 ↓ →→]
               ↓↓↓

i should make a
vascable for x & y position
aswell a voscable x neg &
y neg

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I slept & whent to pass. So now i realized that everything iv been
doing is soo sypos dumb. So i changed it based on the adveec i got u
pass.

        go into handle upnt & create another if in the
        controls.
    if position x ≠ Right/Left wall x1y

                        ← no use Vector2 youll be able
i tried making Vasciables fos wall-   to store two values x & y
up/down/left/Right   (look into a Vector Value with 4
    but i have a feeling these   Variables)
    may be a more effecient way
of making this work without
dlogging aresthing w/ uneeded vascables
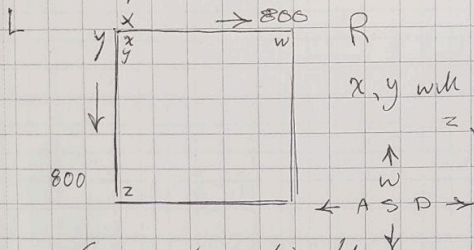
Project 4 team 4.   (update fix)

I wanna somehow make this look more clean due to initialising a variable for every wall position looks janky but also because i wanna show some form of skill to make up for my missing assignments and try my best to get full marks on this assignment

I tried initialising the variables (floats) but it kept coming back with an error (i.e. it kept telling me it couldent convert my float into a bool? inside of my if statement) due to me having no capasity to try and understand this error & fix it i decided to try something more esperimental.

I knew that a vector containing 4 variables is posible from this API's Random tab. I now know that that specific instance of code is intended to bring out a random result based on the perameters set within it. So instead im going to mess around in VS code to see if i could create what im imagaing.

?

public Vector4 barrier = new Vector4 (float x, float y, float z, float w)

L   x/x   → 800   R
    y/x   w
      y
                    x, y will stand for 0, 0 for their respective planes
                          z, w stand for the limit of the wall.
    ↓
800   z
                    ↑
                    W
              ← A S D →
                    ↓

{ current Working !!
{ but only top & left
  wall working

{ there may be an even simpler way
{ ill wait antill this is functional
  & committed to adjust

(left margin, rotated text)
Trevor helped me by explaining that == means a Boolean value
means == equal to