Final Coding Project:

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From everything over this five week personification of Hell that is our Final Project, I have been able to make a functioning level using sprites and physics. The first thing I did do was to take and clean up the sprites I've gotten off from Spriter's Resource, a website specialized in posting rips of sprites from games. After that, I would need to use the sprites and make them into a sequence and label those. After that, I had to create a ground sample and use generic mountainscape as my background. Then, I had to make the entire floor, before finally moving on and getting objects capable of inflicting game overs. My creation is sort of a combination of Mario and Castlevania, in that Mario progresses left to right, while Castlevania's Simon Belmont can't change his trajectory on a jump. In all honesty, the trajectory was a mistake and I was able to reiterate the code enough so that you can steer the character, though she won't turn in mid-air, making her much like Mario now. Throughout the project, it was hard to get the first version up and at them because I had no idea what I needed to use for animation purposes. It took a visit and analysis of the p5.play code before I could make significant progress, adding in a walk cycle and turning. One moment, I also had one of the most horrible errors one can get: an error that'll stop code from running since there's a hidden curly bracket in the code that will stop the sketch from working. Thankfully, I got rid of it. The absolute king of patience, though, has to be the way you need to layer if/else statements.

For example, let's say that my character needs to have a jump cycle whenever there's a velocity less than a designated value. You need to do this:

If(conditional){ character.changeAnimation("jump");} else if(other conditional){character.changeAnimation("walk");},

Or else the animation for walking will override the other conditional even if said conditional is true. An unusual discovery is that I was able to utilize the mirrorX command as well as the random command with only -1 or 1 as the options in order to make a turn that'll mostly stay if the character jumps in that direction. And as for what I would like to do in the future, is that I would like to try to create my own multi-leveled video games. As in something like Undertale or the next big thing in Indie gaming, even if it'll require more coding training. As a thought, you need to be a gamer before you can seriously think about being a game developer.