

# Coding Task 2

## The Mushroom Mechanic

### Introduction 1

The mushroom mechanic is the end game goal the player will strive for. Without this there will be no point for player the game!



### Results 3

Creating a box around the player and the mushroom would allow me to use the already created collision to detect when the boxes cross each other, when then touch the if function runs and brings up the winscreen.

```
void SoftFox::endGameMushroom()  
{  
    SDL_Rect MushroomBox = { MushroomX - SPRITE_SIZE / 2, MushroomY - SPRITE_SIZE / 2 + spriteAdjustmentMushroomSize, SPRITE_SIZE, SPRITE_SIZE };  
    SDL_Rect playerBox = { playerX - SPRITE_SIZE / 2, playerY - SPRITE_SIZE / 2, SPRITE_SIZE, SPRITE_SIZE };  
    if (physics->isCollision(MushroomBox, playerBox))  
    {  
        //render win screen  
        winScreen->render(renderer, WINDOW_WIDTH - 400, 300, WINDOW_WIDTH, WINDOW_HEIGHT);  
    }  
}
```

When the player touches the mushroom it shows this image.



### Objectives 2

The objective for this task is to to make an end game goal for the player. It should be a fair and fun goal for the player to reach. After this I need to make a result for when the player reaches the end game goal.

### Methods 4

The methods I used was a lot of trial and error, after much fail I then used pair programming which helped me significantly.



### Conclusion 5

With the mushroom implemented, the player had a goal to aim for. once getting to it, a win screen would show and tell the player they have won.