Game testing

* Player movement
* When testing my player, I noticed that if I increase the fps in the fps limiter the player speeds up a crazy amount. I fixed this by setting a variable called dt (delta time) that connects directly with the fps limiter and divides that number by 1000 to get it in seconds, then when I detect the user pressing movement keys instead of just setting the sprites velocity in the direction I divide it by delta time forcing the player to go at a certain speed set by the vel variable no matter if the loop runs faster than normal (fps) [fixed by Jaden]

* Icons/sprite problems
* I had a problem when trying to set a logo for the window tile, when telling python where the image is it proceeded to say that It couldn’t find the file, but when I gave it the full directory it showed up, the solution was that I use the library called os to pull the users location of the file and then full in the rest of the empty data [fixed by jaden]

* Fps problems
* I found that every 8 or so seconds the fps would drop significantly and rise again a second later making a huge lag spike, I couldn’t find the problem so I just started optimizing code and cleaning stuff up hoping it would fix it, and in testing I found that it dramatically increased fps but that lag spike was still there, I finally decided to remove the fps counter I had for testing and seeing the fps, and surprisingly that worked [fixed by jaden]

* Tilemap problems
* I made a map using a tilemap inside of a program called tiled so I didn’t need to make it in code, and I had a problem trying to get the map from tiled into python, i fixed it by looking through all the layers inside the map.tmx file and checking if it’s a tile layer or just random data that the app uses, after finding all the data it needs it’ll grab its coordinates of each block and then finally draws the tile to the screen in those coordinates, if it sees a empty space it’ll just skip over it to save fps [fixed by jaden]

* Hitbox problems
* Sldkfj

* Sprite problems
* I added a image to the sprite and it got the same problem where it cant find the image, so I used the same solution as the icon [fixed by jaden]

* Custom library
* I had a problem with other people running the code as they don’t have the liberty’s, I now do a check the first time it runs to see if it has the library, it needs and then installs them if they don’t [fixed by jaden]
* items
* I had problems with the hitboxes as I was making my own hitbox system, but it was very Janky, I realised that I could just apply a rectangle to the tombs with a list holding there coordinates and use the default hitbox system [fixed by jaden]
* Enemies
* I had a problem with other people running the code as they don’t have the liberty’s, I now do a check the first time it runs to see if it has the library it needs and then installs them if they don’t [fixed by jaden]