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| **Screenshot of question** | **Code** | **Screenshot of the output** |
|  | final int W=64, H=64; //tile width and height  PImage bk, player, platform1, platform2;  int x=0, y=6\*H , speedX=0;  float gravity= 0.5 , speedY=0 ;  boolean isJumping = false;  void setup(){  size(512,512);  bk = loadImage("background\_0.png"); // 512 x 512  player = loadImage("player\_0.png"); // 64 x 64  platform1 = loadImage("platform\_13.png");// 64 x 64  platform2 = loadImage("platform\_14.png");// 64 x 64  }  void draw(){  // set the background to background\_0.png  background(bk);  // draw the player image at (mouseX, 6\*H) - i.e. your player should move with mouseX  image(player,x,y);  // draw the platform at y = 7 \* H  imageMode(CORNERS);  image(platform1,0,7\*H);  image(platform2,3\*H,7\*H);  image(platform1,H,7\*H);  image(platform1,2\*H,7\*H);  x += speedX;  if (isJumping){  speedY += gravity;  y += speedY;  if (y > height){  y = height; // ball can’t penetrate ground  speedY = 0; //natural looking    }  }  }  void keyPressed () {  if (keyCode == LEFT) speedX = -5;  if (keyCode == RIGHT) speedX = 5;  if (keyCode == ' ' && !isJumping) {  isJumping = true;  speedY = -6;  } | 1582849165(1) |