Had several issues with basic collision so far

First problem was no collision being registered. Discovered it was due to tile regression not actually regressing to the previous tile. Distance was always less than -14 as (-16 + -16), so no collision was made.

Next problem was seemingly an issue with extension. However, discovered that the array was not filled correctly for some reason. Recopied old function from nea days, which fixed it. The array did not fill half of the values, but s’all good now.

Unfortunately, the ball would sink into the floor a lot, even though movement wise everything was fine.

A screenshot of a video game

Description automatically generated

Realised that the bounding box was probably off centred. Added a function to show bounding box when pressing p:

A computer screen shot of a program code

Description automatically generatedA screen shot of a computer program

Description automatically generated

This makes use of the bounding box from the collision class to draw a rectangle outline. When testing this:

A screenshot of a video game

Description automatically generated

Collision box is centred around (0,0) of sprite, not the centre.

Fixed this by changing the origin:

A video game with a blue ball

Description automatically generated

Added a new map and variable display:

A screenshot of a video game

Description automatically generated

A screen shot of a computer code

Description automatically generated

For the record, this is how the game should look (screen stretched temporarily to fit a bigger map lol).

A screenshot of a video game

Description automatically generated

A lot of progress, and now the player can travel along full loops.

Next up is wall/ceiling collision. Then movement.