Homework 3

Each state method should be implemented in the following way:

There are following states:

1. Standing
2. Ducking
3. Jumping
4. Standing:

We Should have following methods:

1. move() : In this method we should just move the character to right if the input R arrow is pushed or move left if the input L arrow is pushed.
2. duck() : In this method we should duck the character and change the state to Ducking.
3. stand() : In this method we shouldn’t do anything as the character is already standing.
4. jump() : In this method we should jump the character and change the state to Jumping.
5. Ducking:

We should have following methods:

1. move() : In this method we should move the character to right if the input R arrow is pushed or move left if the input L arrow is pushed.
2. duck() : In this method we shouldn’t do anything as the character is already ducking.
3. stand() : In this method we should stand the character and change the state to Standing.
4. jump() : In this method we shouldn’t do anything.
5. Jumping:

We should have following methods:

1. move() : In this method we should move the character to right if the input R arrow is pushed or move left if the input L arrow is pushed.
2. duck() : In this method we shouldn’t do anything.
3. stand() : In this method we should stand the character and change the state to Standing.
4. jump() : In this method we shouldn’t do anything.