TP2 Updates

Name: “Melody in Motion” (not 100% set on this!) (Also, the player’s character name is Melody, so that is extra cute)

Algorithm: For beats, added physics-based projectile motion equations to determine the speed at which the projectile must start in the y-direction in order to ‘fall’ and hit the player on the beat

References: Added CMU CODE SOURCES

GRAPHICS: <http://www.cs.cmu.edu/~112/notes/hw7.html>

ANIMATION FRAMEWORK: <http://www.cs.cmu.edu/~112/notes/notes-animations-part1.html> AND <http://www.cs.cmu.edu/~112/notes/notes-animations-part2.html>

SPRITESHEETS: <http://www.cs.cmu.edu/~112/notes/notes-animations-part2.html#spritesheetsWithCropping>

MVP Specifications: TP2: MVP – **playable game**, with \*\***basic sprite** drawn, \*\* Basic **beat-based projectiles** only, no additional items/obstacles for MVP

Post-MVP: Add more sprites for various activities, add items and track score streaks

Updated code has been uploaded to GitHub as of TP2 <https://github.com/ammielauren/15112_TermProject_amyschne>

BIG UPDATE: BUG DETECTED on Tuesday, November 26, 2019

Algorithm for detecting beats and creating projectiles would only create 1 projectile at a time!

Fixed - Updated version is in file “updatedPathSidescrollerWithMultipleProjectiles” (very long name, I’m sorry)

This version:

* Contains list of projectiles and removes them as they collide with the player
* Each projectile has an individually calculated initial y velocity in order to properly project onto the player when its given beat occurs
* Projectiles are also more colorful now! (Random color of basic list)
  + For TP3, will try to make colors purposeful – i.e. based on the pitch at the point where it collides with player (higher – warmer, lower – cooler, or something similar)