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GES

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Some of the things I worked on this week include giving the player invulnerability when they hit an obstacle, I redesigned the map layout, I (slowly) figured out and implemented occlusion culling, and I re-did a lot of the player controls because I felt they were too limited. This means I increased the turning speed as well as the turning radius. I also increased the penguins default speed and added invisible barriers to the sides of the map. By next week, I’ll try and have the split screen mode implemented