

PROFESSIONAL

C21: CREATE YOUR OWN GAME LIBRARY ENGINE (ALTERNATE UNIVERSE)



INSTRUCTIONS:

Create a new project by cloning the base p5.js project.

<https://github.com/whitehatjr/p5.play-boilerplate>

Just as you have create 2 objects in the class, try and create a solar system with the sun/star as the center and the planets revolving around it.

Increase the size of the sun at every few frames.

Search for a relevant function in p5.js that gives you the total number of frames refreshed at every moment.

Create a physics library/algorithm where in, if the sun touches any of the planets, the planet vanishes.

Set the collider radius of both the sprites to “circle” using the setCollider() function which you have studied in the earlier. Choose the radius so that the collider radius encloses the sprite.

Set the debug property on the sprite to true using `sprite.debug = true`
This will allow you to see the collision radius of the sprites.

Use the p5.js docs to find out how we destroy a sprite or character in p5.js.

You can go even further and give your friends' names to the planets.

Use the concept of passing arguments inside functions, just as you learnt in Class 21.

PROFESSIONAL

C21: CREATE YOUR OWN GAME LIBRARY ENGINE (ALTERNATE UNIVERSE)

Upload your project on GitHub and create a GitHub page.

Share the page link with us.

REMEMBER... Try your best, that's more important than being correct.

After submitting your project your teacher will send you feedback on your work.

----- XXX ----- XXX ----- XXX ----- XXX ----- XXX -----

DID YOU KNOW?

The computer in your cell phone today is a million times cheaper, a thousand times more powerful and about a hundred thousand times smaller than the one computer at MIT in 1965.

