





becca 2025-03-08 1:42 PM

3 classes:

- capybara/player
- orange/obstacle
- clouds in the background?

things to do:

- obstacles need to spawn outside of the 800x600 window aka maybe at like 1000
- they also need to spawn randomly
- make obstacles move towards player
- if obstacle hits player the game will end -> boolean - has obstacle hit player? true -> game over, false -> game keeps going
- set up game over prompt
- if game over, how does player start game up again?
- implement a score system based on how much time has passed
- set up gameplay, gameover, resetgamestate

(edited)

March 10, 2025



becca 2025-03-10 3:31 PM

```
100 // game loop of game
101 while (true)
102 {
103     if (groundStart.Y > capybaraPosition.Y + capybaraHeight)
104     {
105         capybaraPosition.Y = Vector2.DISTY + gravity;
106     }
107
108     // check for game over condition (e.g., collision with obstacle/orange)
109     foreach (var obstacle in obstacles)
110     {
111         if (capybaraPosition.X + capybaraWidth > obstacle.Position.X & capybaraPosition.X < obstacle.Position.X + obstacle.Width)
112         {
113             isGameOver = true;
114         }
115     }
116
117     // logic when the game is over
118     public void GameOver()
119     {
120         // change the background to red when game is over and put "game over" text
121         Window.ClearBackground(Color.Red);
122         Text Color = Color.White;
123         Font Size = 20;
124         Text Style = FontStyle.Bold;
125         // reset the game after some time or on key press enter
126         if (Time.ElapsedMilliseconds > 5000 || Keyboard.IsKeyPressed(Keys.Enter))
127         {
128             RestartGame();
129         }
130     }
131
132     // create the game state
133     public void RestartGame()
134     {
135         capybaraPosition = new Vector2(0, 250);
136     }
137 }
```

why am i getting this error

