

Name: Cohen Peters

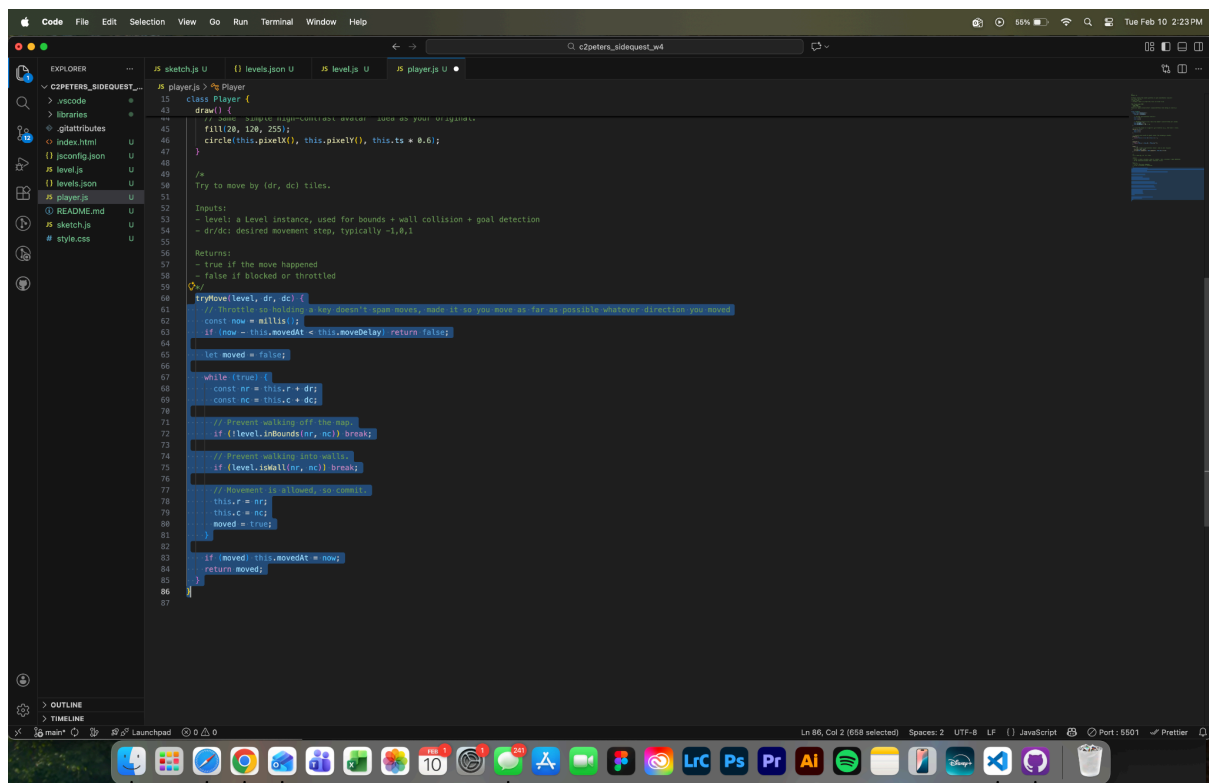
One change I made was adjusting the ball movement so that it slides until it hits a wall with each movement. I did this because it adds a different play style compared to normal maze puzzles.

Goal of work session: The goal was to make a level based game using arrays or JSON data.

Tools used: VS code

AI documentation: No GenAI used for this task.

Working screenshots:



```
class Player {
  draw() {
    fill(20, 120, 250);
    circle(this.px, this.py, this.ts * 0.6);
  }

  // Try to move by (dr, dc) tiles.
  tryMove(level, dr, dc) {
    // Inputs:
    // - level: a Level instance, used for bounds + wall collision + goal detection
    // - dr/dc: desired movement step, typically -1,0,1

    // Returns:
    // - true if the move happened
    // - false if blocked or throttled

    // Throttle so holding a key doesn't spam moves, make it so you move as far as possible whatever direction you move
    const now = millis();
    if (now - this.movedAt < this.moveDelay) return false;

    let moved = false;

    while (true) {
      const nr = this.r + dr;
      const nc = this.c + dc;

      // Prevent walking off the map.
      if (!level.inBounds(nr, nc)) break;

      // Prevent walking into walls.
      if (level.isWall(nr, nc)) break;

      // Movement is allowed, so commit!
      this.r = nr;
      this.c = nc;
      moved = true;
    }

    if (moved) this.movedAt = now;
    return moved;
  }
}
```

```
1 {
2   "levels": [
3     [
4       [1, 1, 1, 1, 1, 1, 1, 1, 1],
5       [1, 1, 0, 0, 0, 0, 0, 0, 1],
6       [1, 2, 1, 1, 0, 1, 1, 3, 0, 1],
7       [1, 0, 1, 0, 0, 1, 0, 1, 0, 1],
8       [1, 0, 1, 0, 1, 1, 0, 1, 0, 1],
9       [1, 0, 0, 0, 0, 0, 0, 0, 1],
10      [1, 1, 1, 1, 1, 1, 1, 1, 1],
11    ],
12  ],
13  [
14    [1, 1, 1, 1, 1, 1, 1, 1, 1],
15    [1, 0, 0, 0, 1, 0, 0, 1, 1],
16    [1, 0, 1, 0, 1, 0, 1, 0, 1],
17    [1, 0, 0, 2, 1, 0, 0, 0, 1],
18    [1, 0, 0, 1, 1, 0, 1, 0, 1],
19    [1, 1, 0, 0, 0, 1, 1, 0, 1],
20    [1, 1, 1, 1, 1, 1, 1, 1, 1],
21  ],
22  [
23    [1, 1, 1, 1, 1, 1, 1, 1, 1],
24    [1, 2, 0, 1, 0, 0, 1, 0, 1],
25    [1, 0, 1, 0, 0, 1, 0, 0, 1],
26    [1, 0, 1, 1, 0, 1, 1, 1, 0, 1],
27    [1, 0, 0, 1, 0, 0, 1, 0, 1],
28    [1, 1, 0, 1, 1, 1, 0, 1, 0, 1],
29    [1, 0, 0, 0, 1, 0, 0, 0, 1],
30    [1, 0, 1, 1, 0, 1, 1, 1, 0, 1],
31    [1, 0, 1, 1, 0, 0, 1, 0, 1],
32    [1, 1, 0, 1, 1, 1, 0, 1, 0, 1],
33    [1, 0, 0, 0, 1, 0, 0, 0, 1],
34    [1, 0, 1, 1, 0, 1, 0, 1, 3, 1],
35    [1, 1, 1, 1, 1, 1, 1, 1, 1],
36  ],
37  ]
38 }
39
```

```
1 function setup() {
2   // Convert raw JSON grids into Level objects.
3   // levelsData.levels is an array of 2D arrays.
4   levels = levelsData.levels.map(grid => new Level(copyGrid(grid), TS));
5
6   // Create a player.
7   player = new Player(TS);
8
9   // Load the first level (sets player start + canvas size).
10  loadLevel(0);
11
12  noStroke();
13  textFont("sans-serif");
14  textSize(14);
15
16  function draw() {
17    background(240);
18
19    // Draw current level then player on top.
20    levels[0].draw();
21    player.draw();
22  }
23  draw();
24
25  function drawHUD() {
26    // HUD matches your original idea: show level count and controls.
27    // change the color of the font to white so it is easier to read
28    fill(255);
29    text('Level ' + (l + 1) / S / levels.length + ' - WASD/Arrows to move', 10, 10);
30  }
31
32  function keyPressed() {
33    // Convert key presses into a movement direction. (WASD + arrows)
34    //
35    let dr = 0;
36    let dc = 0;
37
38    if (keyCode === LEFT_ARROW || key === "a" || key === "A" || dc = -1;
39    else if (keyCode === RIGHT_ARROW || key === "d" || key === "D" || dc = 1;
40    else if (keyCode === UP_ARROW || key === "w" || key === "W" || dr = -1;
41    else if (keyCode === DOWN_ARROW || key === "s" || key === "S" || dr = 1;
42    else return; // not a movement key
43
44    // Try to move. If blocked, nothing happens.
45    const moved = player.tryMove(levels[l], dr, dc);
46
47    // If the player moved onto a goal tile, advance levels.
48    if (moved && levels[l].isGoal(player.r, player.c)) {
49      nextLevel();
50    }
51  }
52
53  drawHUD();
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83    else if (keyCode === DOWN_ARROW || key === "s" || key === "S" || dr = 1;
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