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**SWE 585 In Class Practice #3**

**(Finite State Machines in Games)**

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**Group #:** 4

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**Definition:**

In this ICP you will add a new FSM state class to the existing project that you already downloaded in the preparation phase.

The name of the state will be "Moving" and the player will be in "Moving" state when moving on the ground.

In that sense, it will be similar to the "Grounded" state. You should keep the behavior of the "Jumping" state as it is.

When the player enters in this new "Moving" state you should visually change a property of the player (scale x 2 for example)

A screenshot of your player in the new “Moving” state.

|  |
| --- |
| # Player should be tagged as “Player”  # Collectibles should be tagged as “Collectible” |

**Bonus (10%):** Let your player interact with the "Collectible" objects depending on the state. (Interaction defined just for one state would be enough) Interaction can be change color, disappear etc. of the collectible object.

**What to submit:**

This file. (Every member should submit)

Your modified Script(s).