Jungle Run

Desire Asinya

Milestone 1

Game State

At this stage, the sonic character, the floor, and some obstacles have been drawn. The sonic character moves when you push the right arrow key and jumps when you push the up-arrow key. However, as of yet, it doesn’t die when it runs into a rock, and it goes into the floor after jumping.

Link to github repository: I haven’t made a repository yet, but I will make one before milestone 2.

Setbacks

I had trouble with getting the animations to work correctly, but those have to do with the sprite sheet and the finite state machines having appropriate transitions, so those will be fixed during break. I was also having trouble getting the character to move but that was because I didn’t call super on the update method for mobileGravity.

Goals

By the next milestone, I want to have all collisions handled properly. I also want to prevent sonic from leaving the screen when it gets to the edge.