Jungle Run

Desire Asinya

Milestone 2

Game State

At this point, the game ends when sonic runs into a rock, but continues when it goes over a rock. The background also blits infinitely, which is the center of everything the game’s about. There are a few bugs which will be fixed during the weekend, but it’s almost ready for the next peer review session.

Link to github repository: <https://github.com/desire04/junglerun>

Setbacks

I struggled to get the collide rectangles of each rock to be set to the right size so that collisions feel fair. I’m also trying to figure out how to keep drawing rocks, so sonic gets more obstacles to jump over as it’s running.

Goals

By demo day, I expect the game to be a fully functional infinite running game. This means that there’ll be obstacles for sonic to keep jumping over, as long as it has not run into a rock. There will also be a score board that always runs for as long as the game is running. There might be power-ups as well (score doublers, invincible shields, etc).