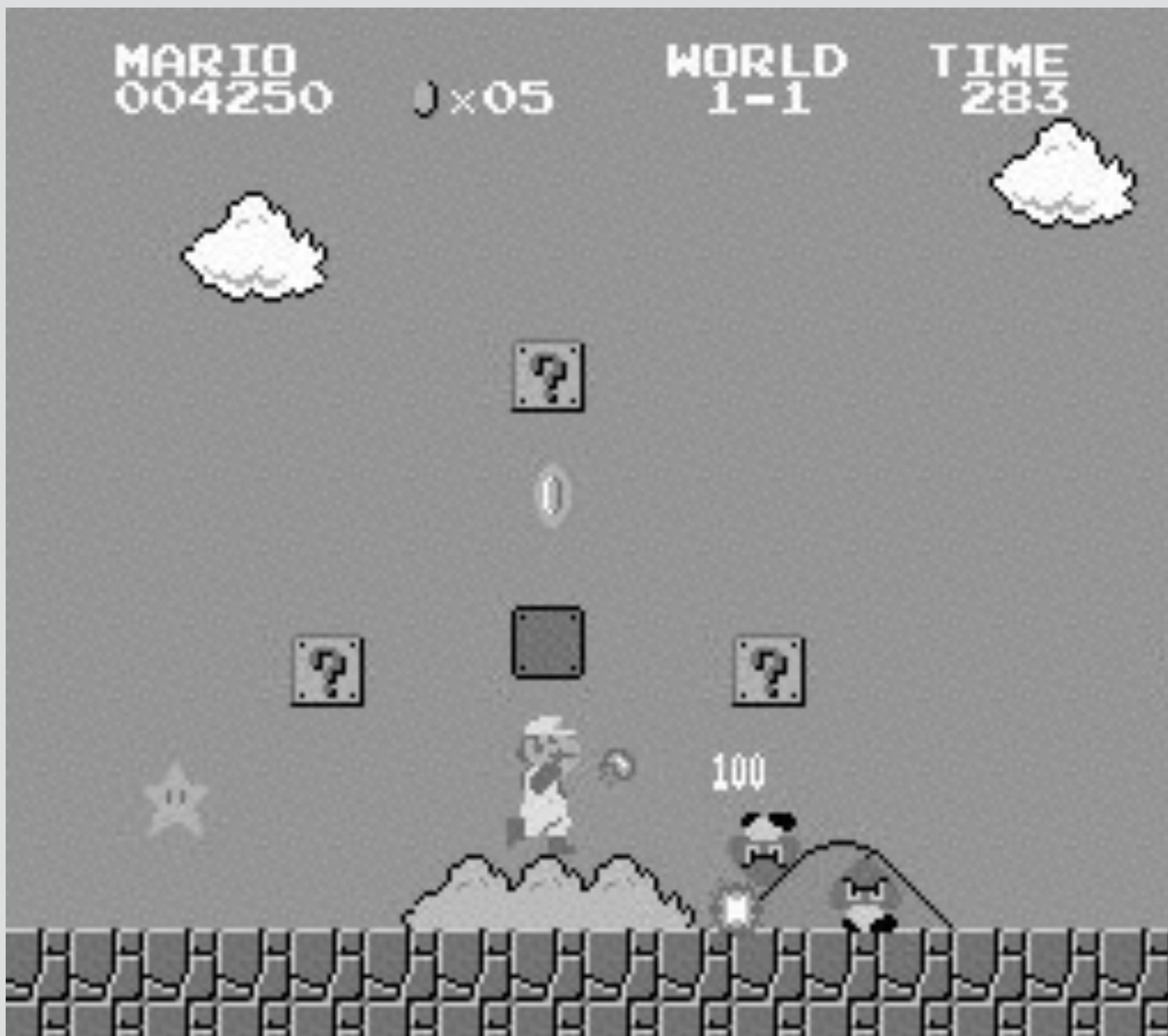


Platformer games.



Revisiting entities

```
class Entity {  
public:  
  
    void Draw(ShaderProgram *program);  
  
    float x;  
    float y;  
    float rotation;  
  
    int textureID;  
  
    float width;  
    float height;  
  
    float speed;  
    float direction_x;  
    float direction_y;  
};
```

Entities are a
useful way for
us to think
about objects
in the game.

```
class Entity {  
public:  
  
Entity();  
  
void Update(float elapsed);  
void Render(ShaderProgram *program);  
bool collidesWith(Entity *entity);  
  
SheetSprite sprite;  
  
float x;  
float y;  
  
float width;  
float height;  
  
float velocity_x;  
float velocity_y;  
  
float acceleration_x;  
float acceleration_y;  
};
```

Updating the Entity class.

Dynamic and static entities.

Dynamic: gravity
applied and checking
collisions with other
entities.



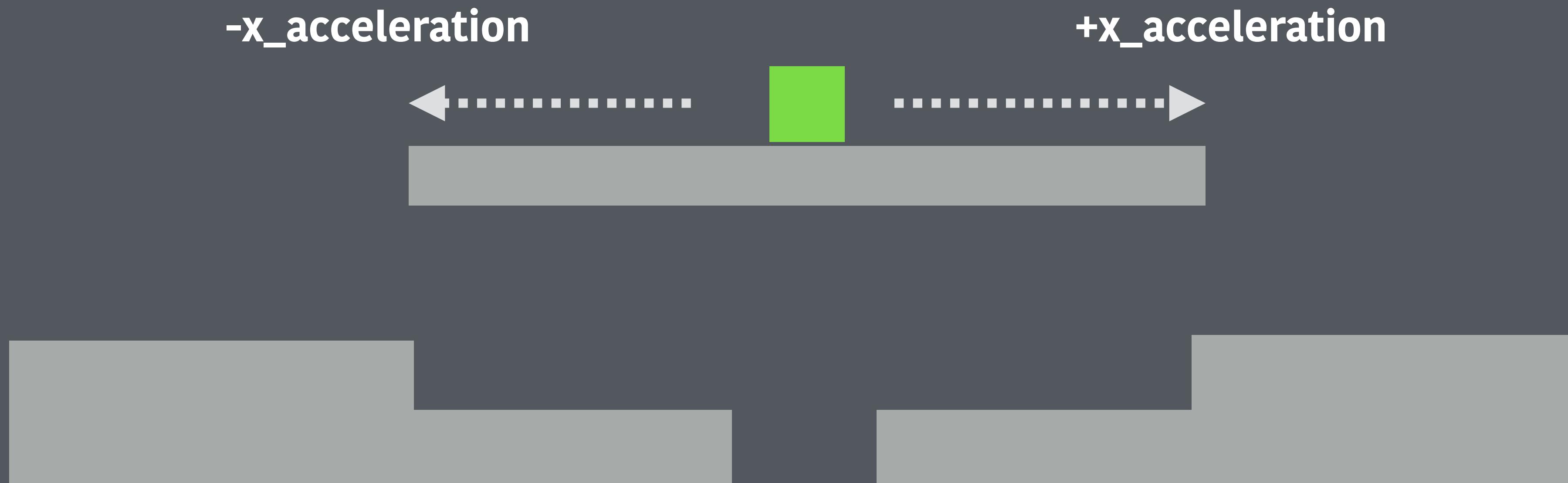
Static: No gravity, no
movement, no collision
checking!

```
class Entity {  
public:  
  
Entity();  
  
void Update(float elapsed);  
void Render(ShaderProgram *program);  
bool collidesWith(Entity *entity);  
  
SheetSprite sprite;  
float x;  
float y;  
float width;  
float height;  
  
float velocity_x;  
float velocity_y;  
  
float acceleration_x;  
float acceleration_y;  
  
bool isStatic;  
};
```

Adding a static
flag.

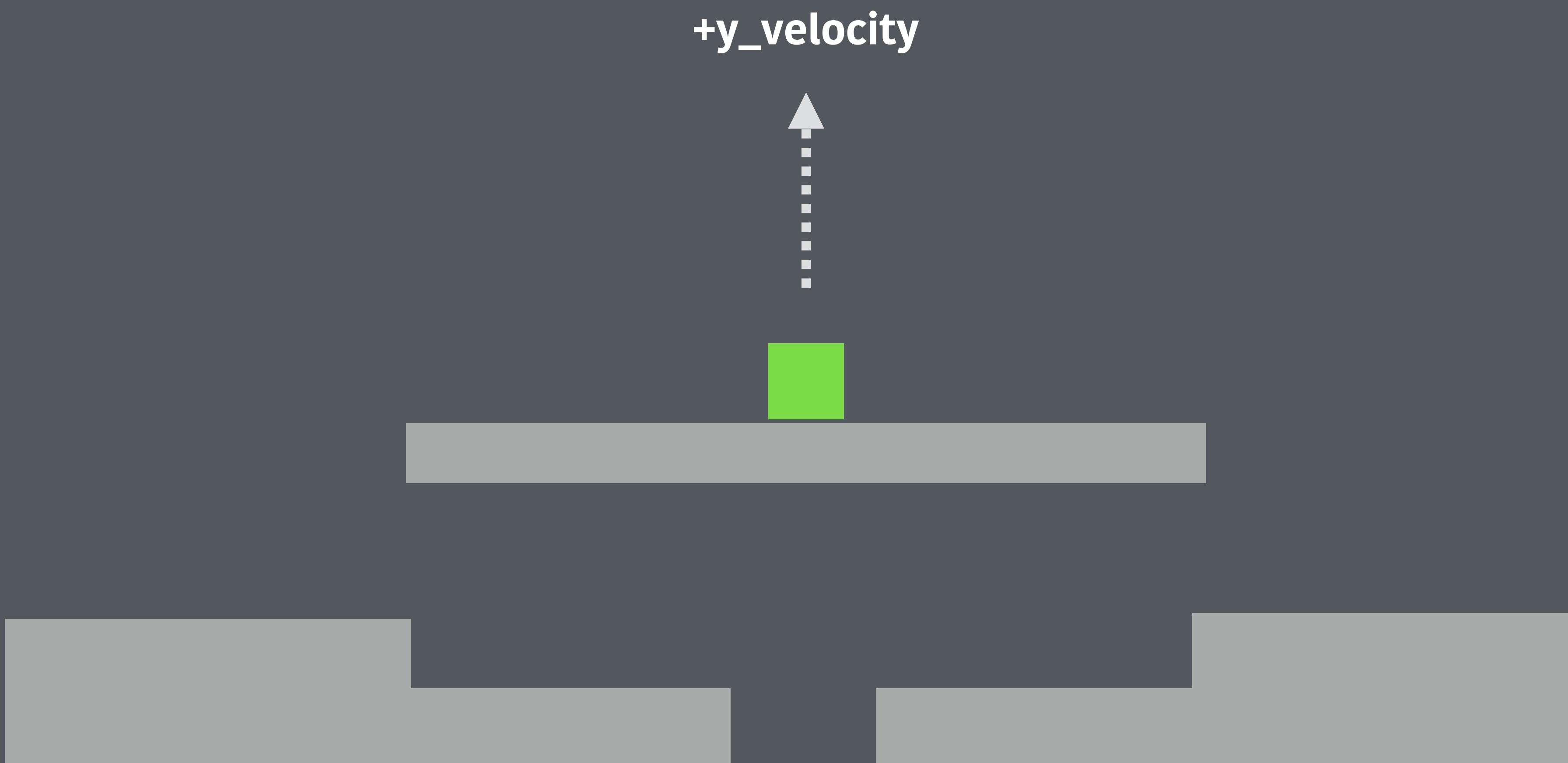
Movement

**Set X acceleration to positive or negative
to move and to 0 to stop.**



Jumping

Set Y velocity directly to jump.



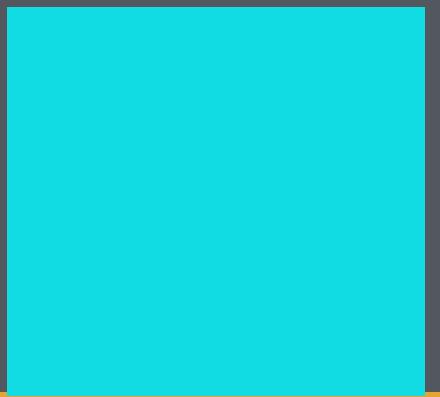
Entity types

```
enum EntityType {ENTITY_PLAYER, ENTITY_ENEMY,  
ENTITY_COIN};  
  
class Entity {  
public:  
  
Entity();  
  
void Update(float elapsed);  
void Render(ShaderProgram *program);  
bool collidesWith(Entity *entity);  
  
SheetSprite sprite;  
  
float x;  
float y;  
float width;  
float height;  
float velocity_x;  
float velocity_y;  
float acceleration_x;  
float acceleration_y;  
  
bool isStatic;  
EntityType entityType;  
};
```

Adding an entity type.

Type: ENTITY_ENEMY

Type: ENTITY_COIN



Type: ENTITY_COIN



Type: ENTITY_PLAYER



Type: ENTITY_COIN



Check collision between all **dynamic entities**
and **do something** based on their **types**.

Platformer game breakdown.



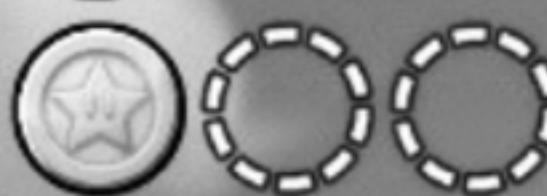
000240740 L 203

L 203



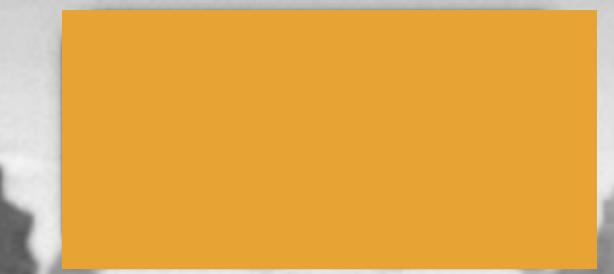
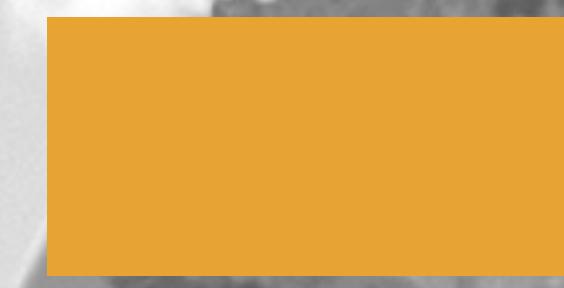


x06



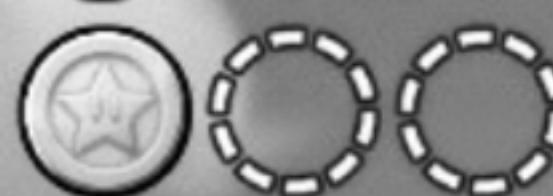
026

L 203



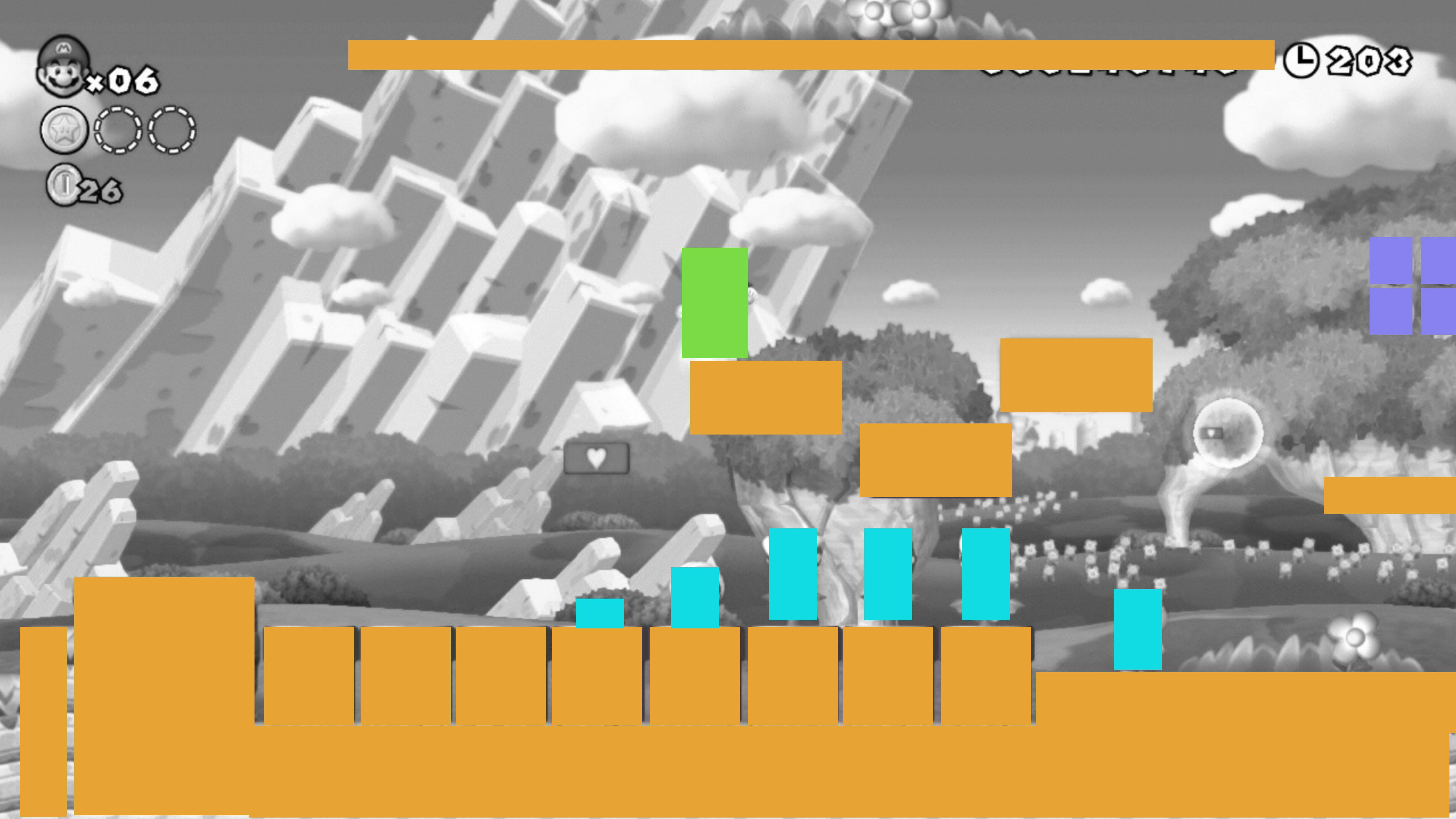


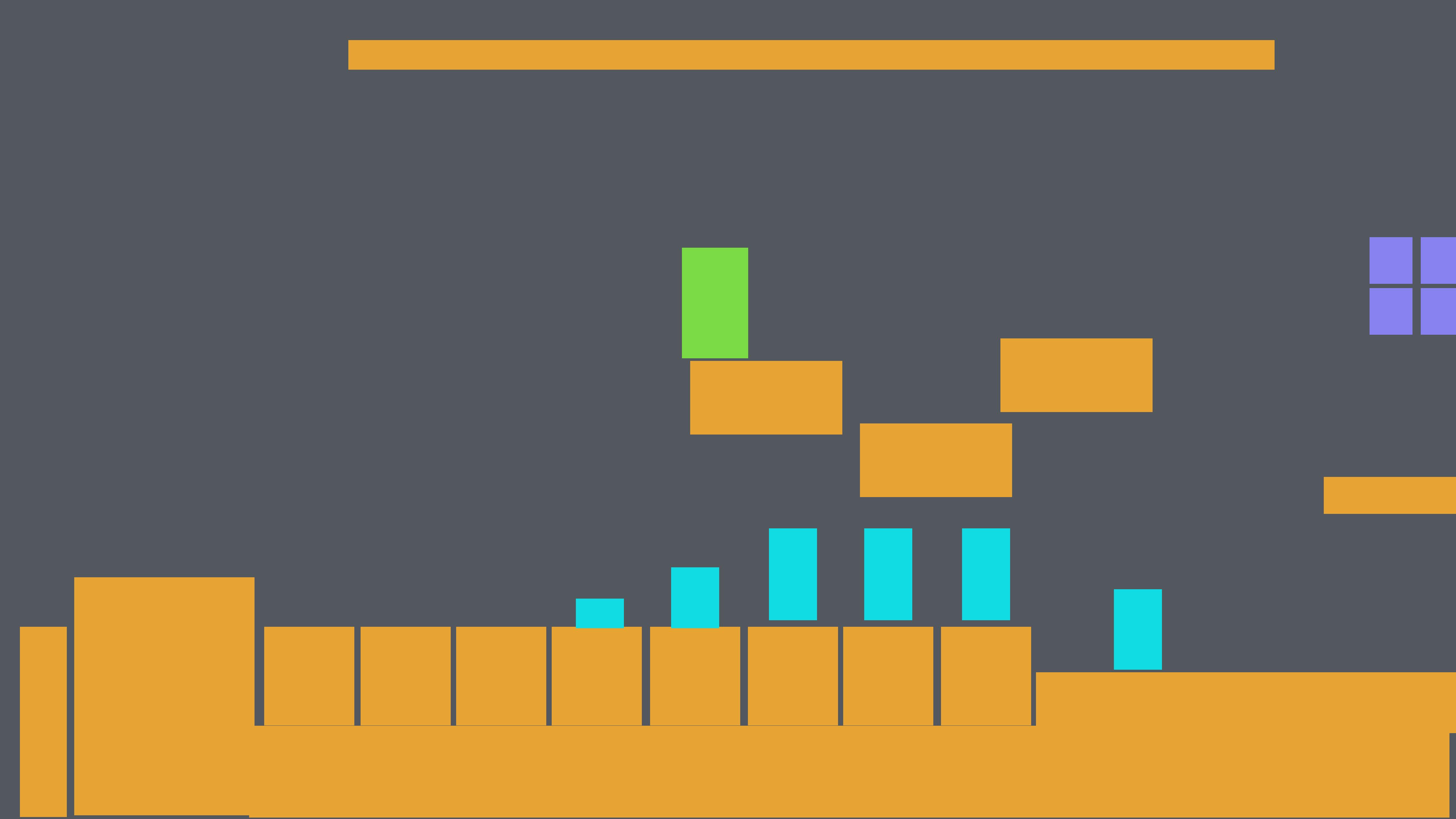
x06



026

L 203



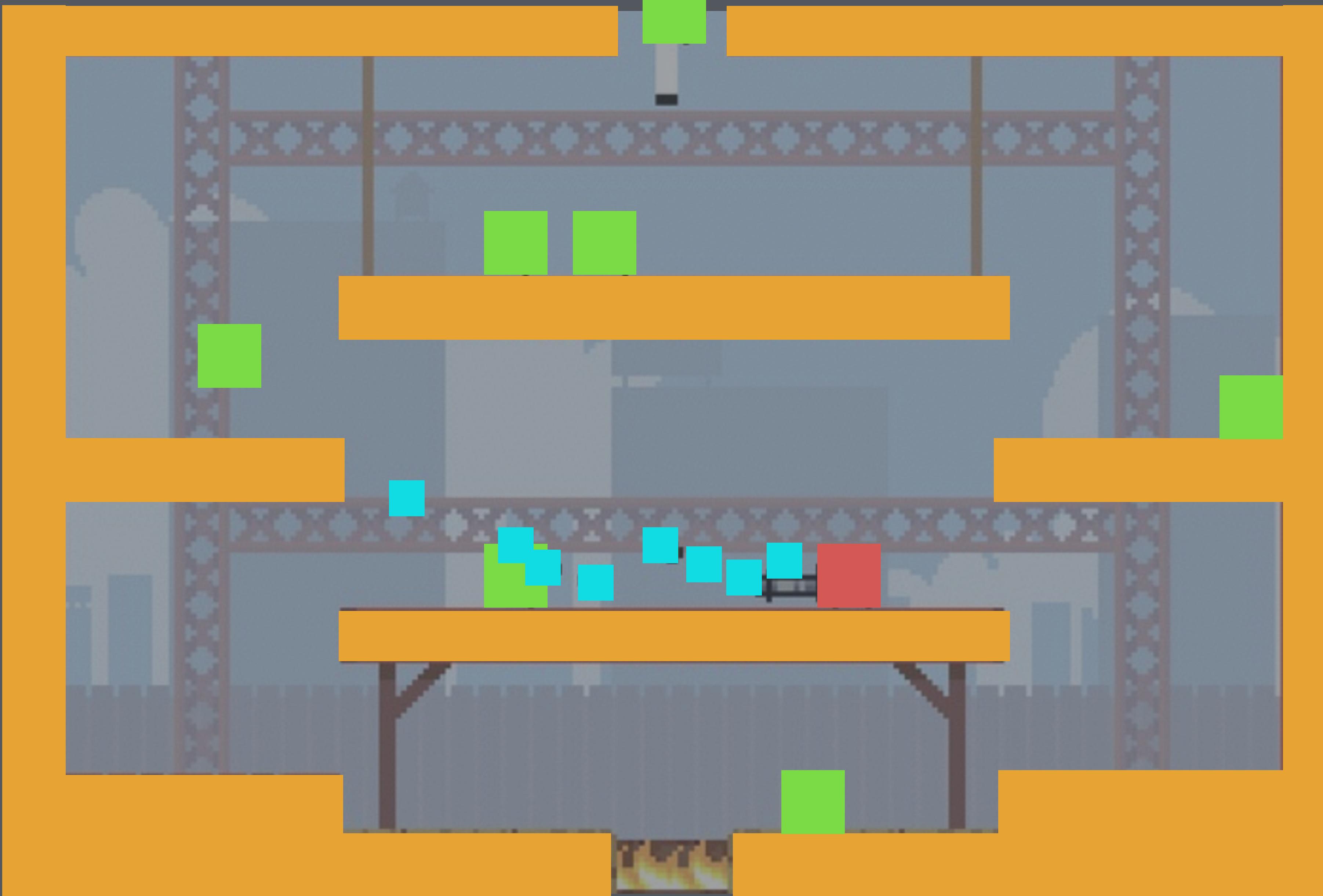


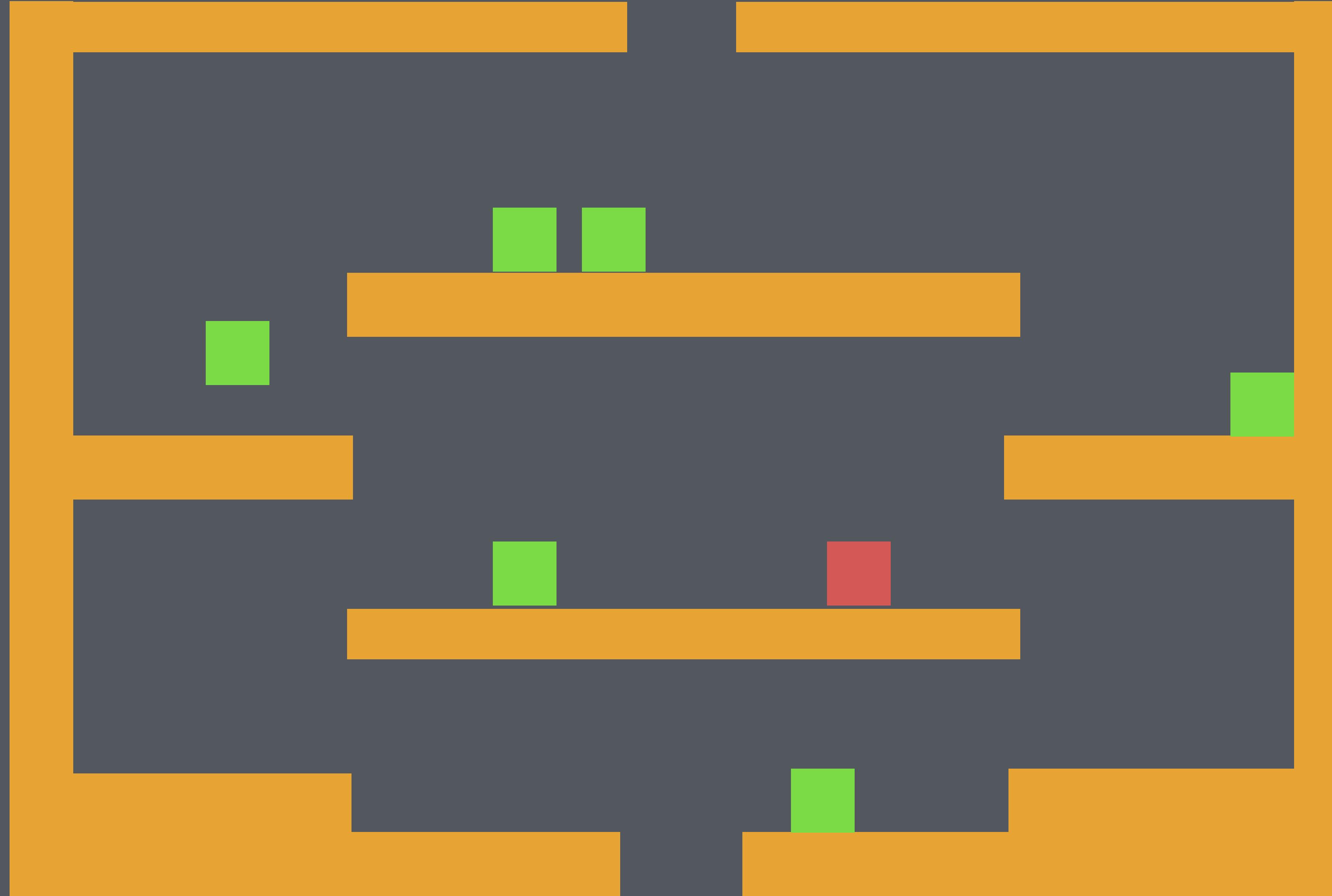
Building a single screen platformer.





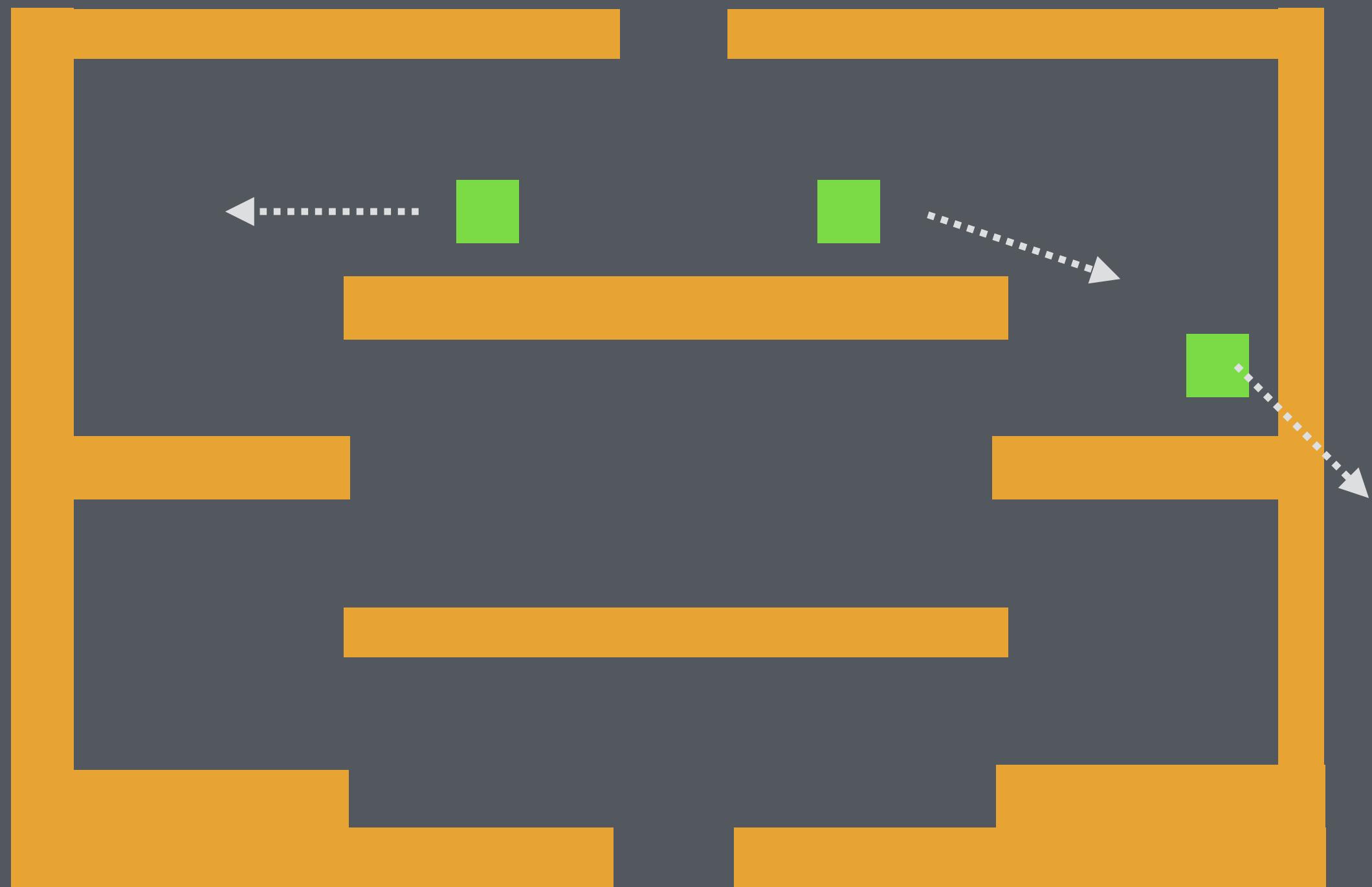




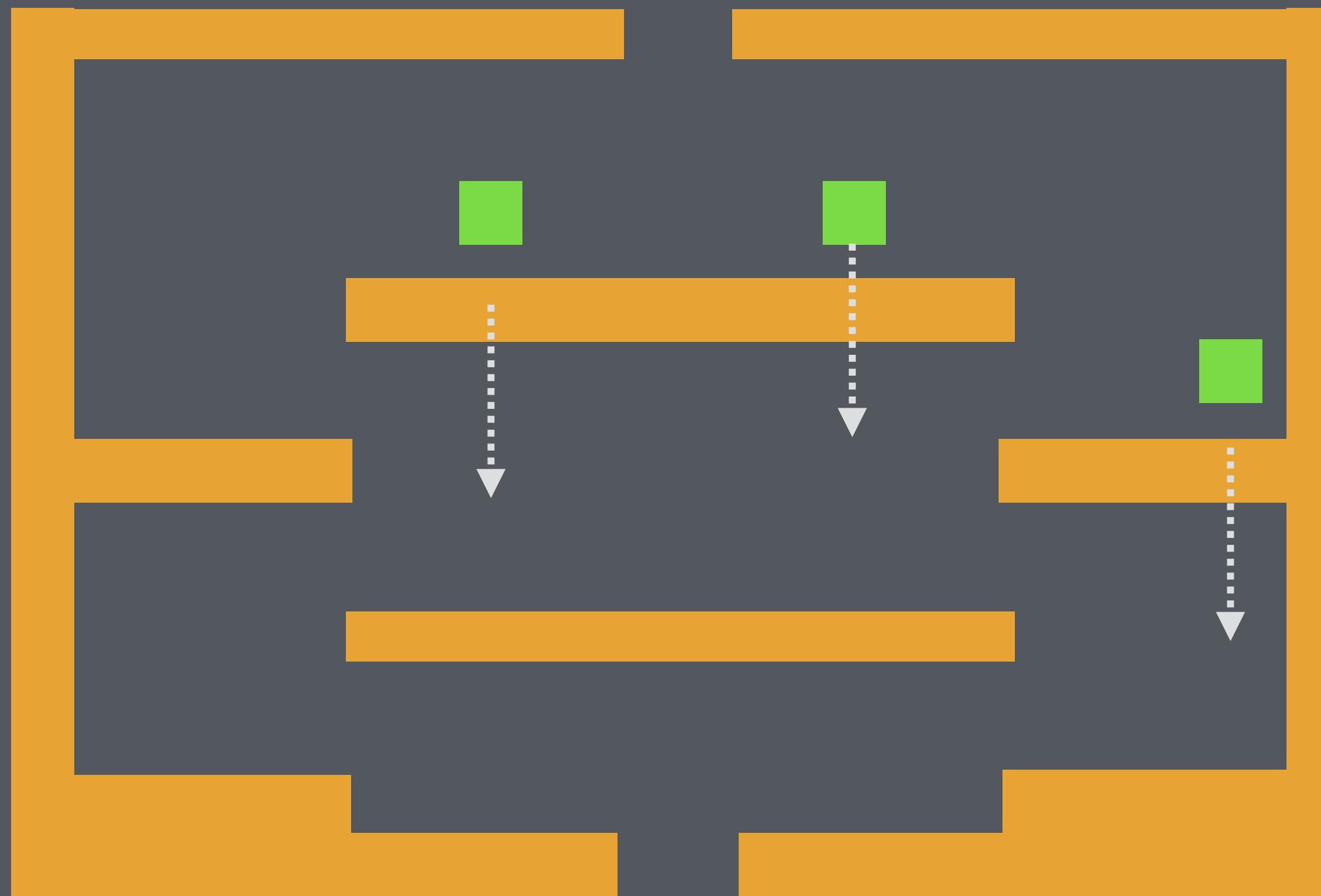


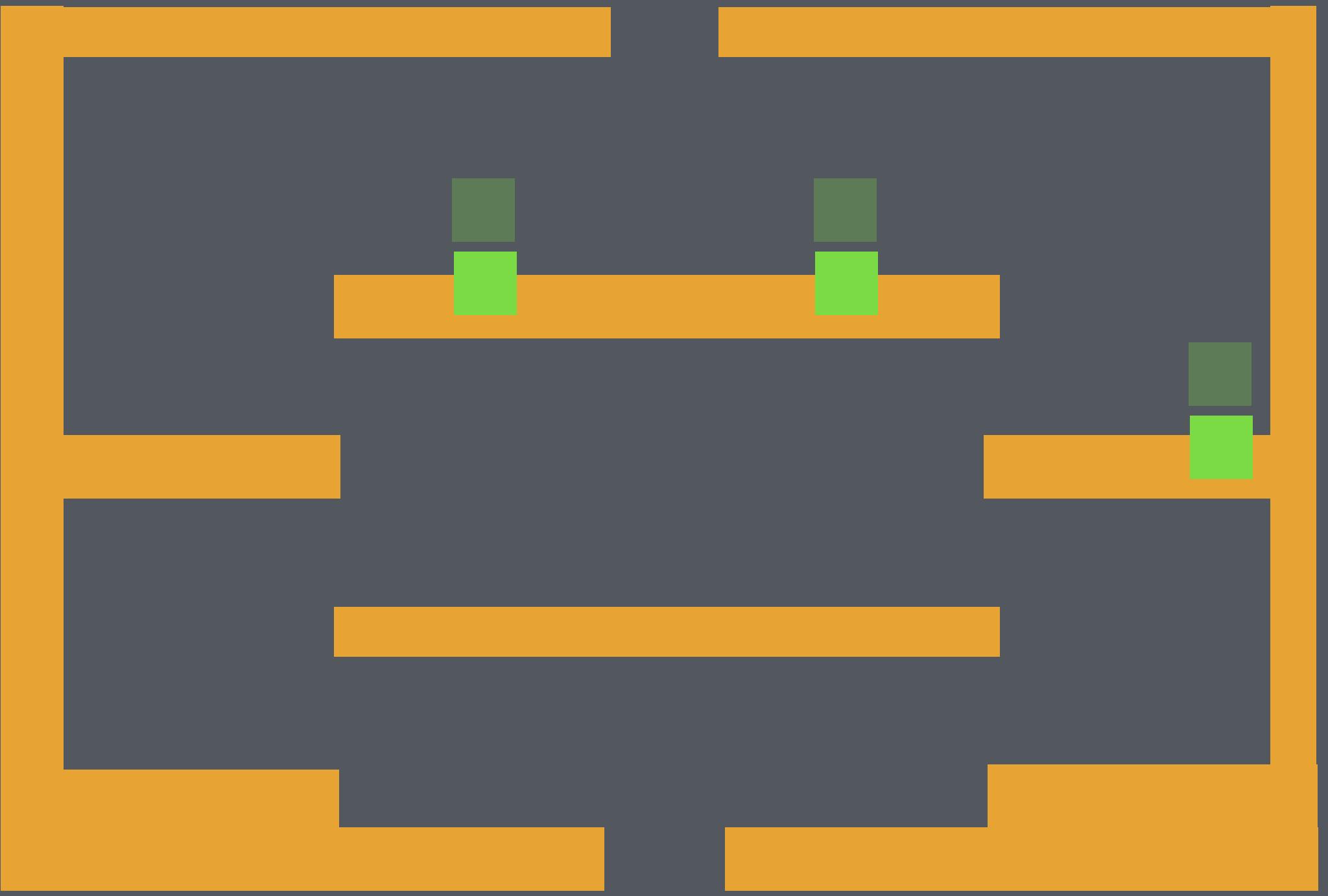
Putting it all together.

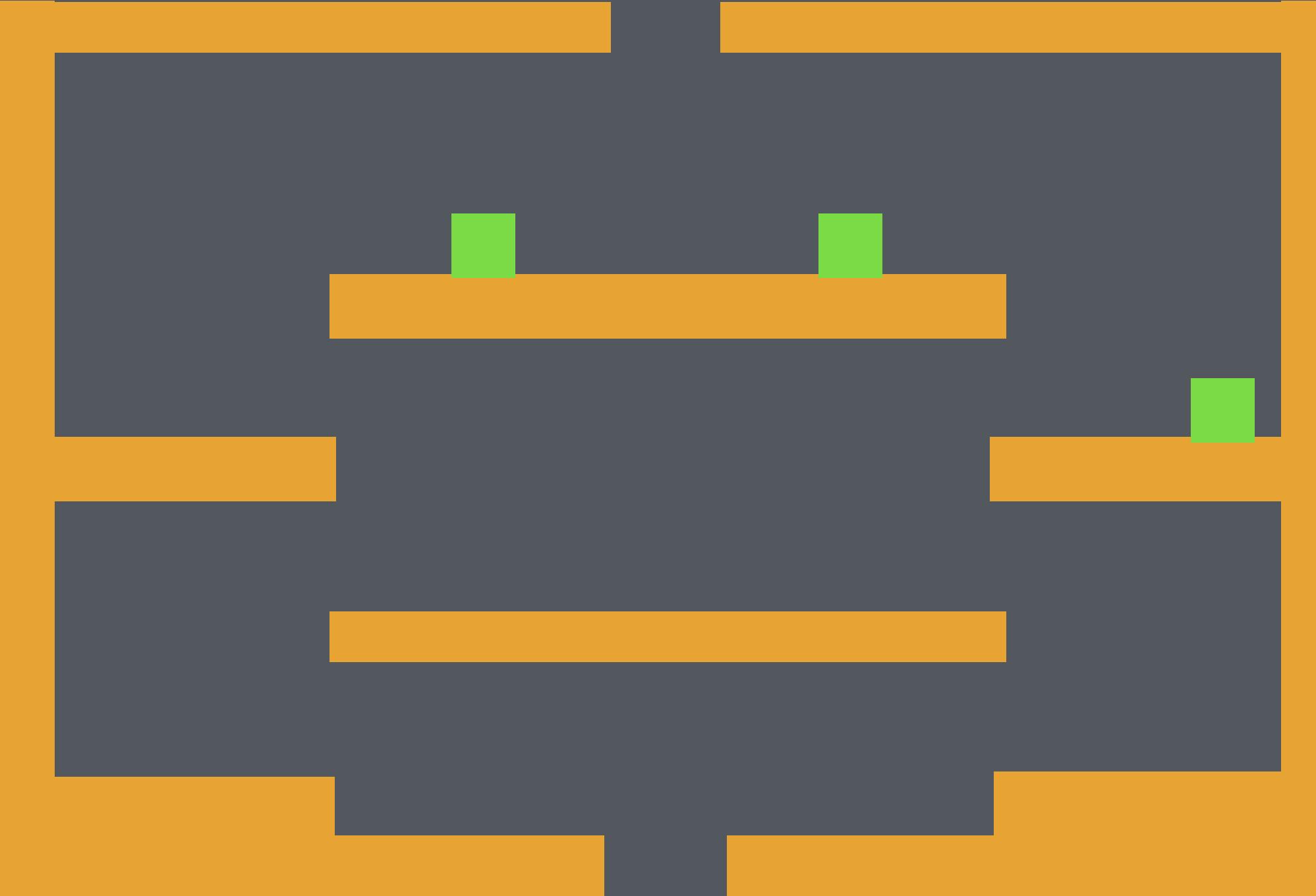
1. Apply **acceleration** and **friction** to velocity of dynamic entities.

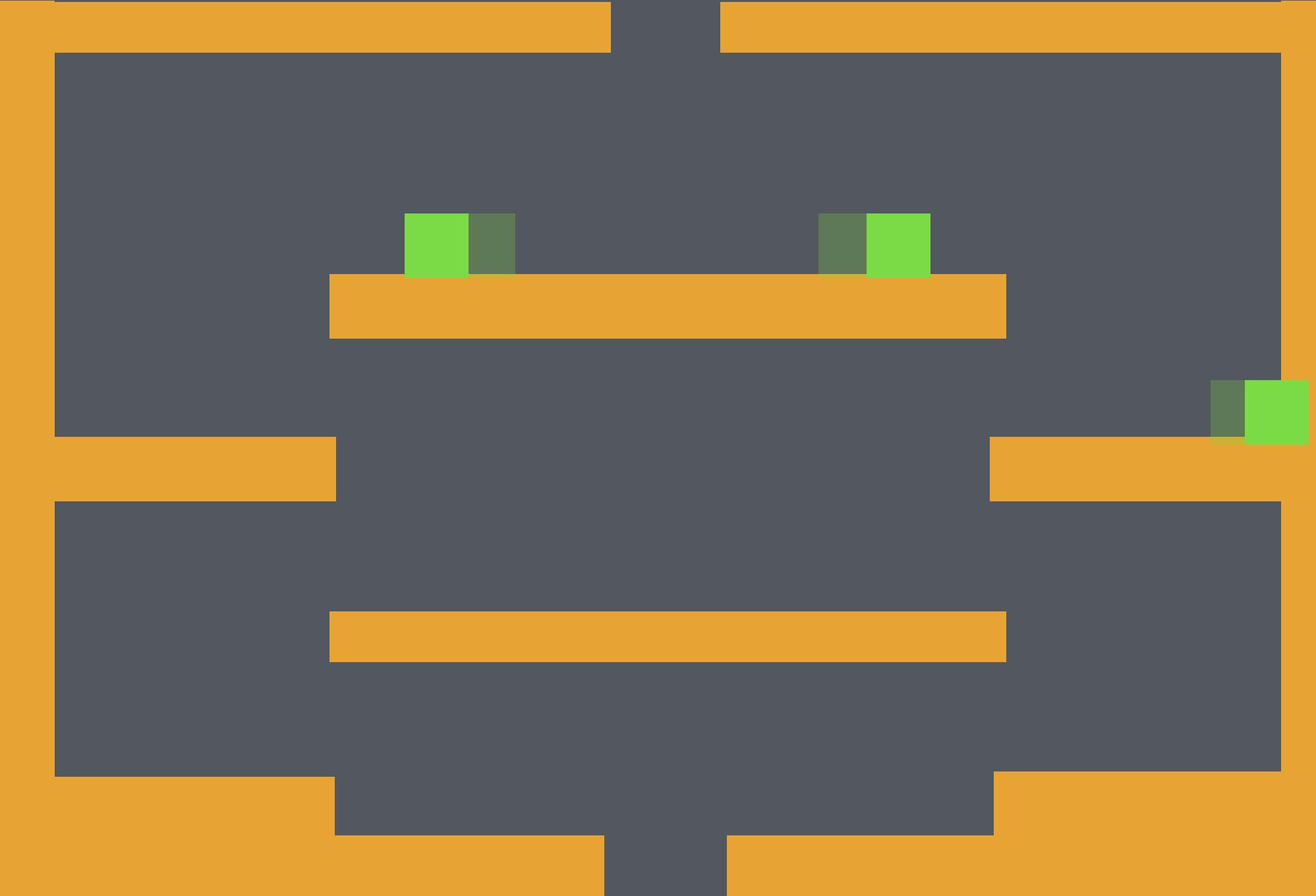


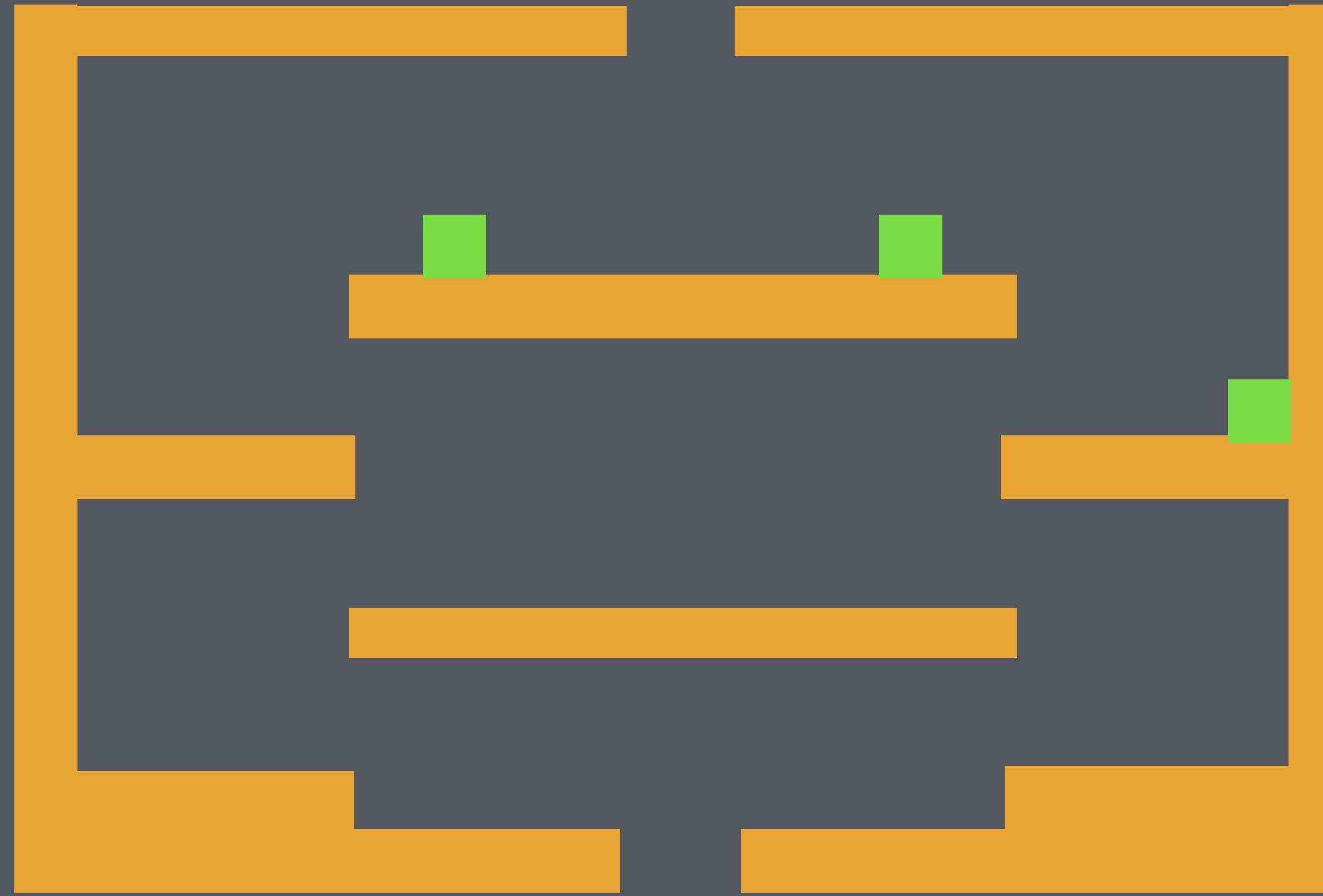
1. Apply **acceleration** and **friction** to velocity of **dynamic entities**.
2. Apply **gravity** to velocity of **dynamic entities**.



- 
1. Apply **acceleration** and **friction** to velocity of **dynamic entities**.
 2. Apply **gravity** to velocity of **dynamic entities**.
 3. Apply **ONLY Y-axis velocity** to **dynamic entity positions**.

- 
1. Apply **acceleration** and **friction** to velocity of **dynamic entities**.
 2. Apply **gravity** to velocity of **dynamic entities**.
 3. Apply **ONLY Y-axis velocity** to **dynamic entity positions**.
 4. For each **dynamic entity**, check collisions with **static entities** and adjust **Y-position** based on **penetration**. If **collided**, set **y-velocity** to 0.

- 
1. Apply **acceleration** and **friction** to velocity of **dynamic entities**.
 2. Apply **gravity** to velocity of **dynamic entities**.
 3. Apply **ONLY Y-axis velocity** to **dynamic entity positions**.
 4. For each **dynamic entity**, check collisions with **static entities** and adjust **Y-position** based on penetration. If **collided**, set **y-velocity** to 0.
 5. Apply **ONLY X-axis velocity** to **dynamic entity positions**.



1. Apply **acceleration** and **friction** to velocity of **dynamic entities**.
2. Apply **gravity** to velocity of **dynamic entities**.
3. Apply **ONLY Y-axis velocity** to **dynamic entity** positions.
4. For each **dynamic entity**, check collisions with **static entities** and adjust **Y-position** based on penetration. If **collided**, set **y-velocity** to **0**.
5. Apply **ONLY X-axis velocity** to **dynamic entity** positions.
6. For each **dynamic entity**, check collisions with **static entities** and adjust **X-position** based on penetration. If **collided**, set **x-velocity** to **0**.

Contact flags

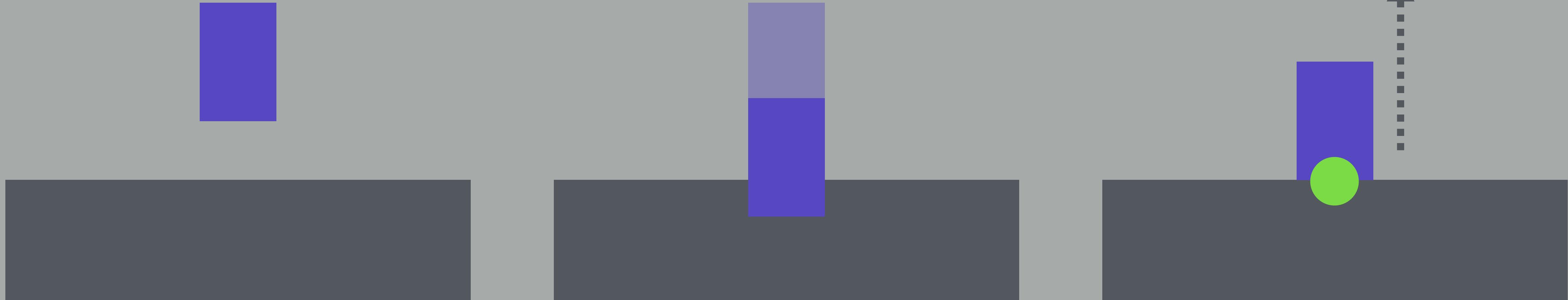
4 boolean flags, one for each side.



```
bool collidedTop;  
bool collidedBottom;  
bool collidedLeft;  
bool collidedRight;
```

```
collidedTop = false;  
collidedBottom = false;  
collidedLeft = false;  
collidedRight = false;
```

Set to **false** on **every frame**.

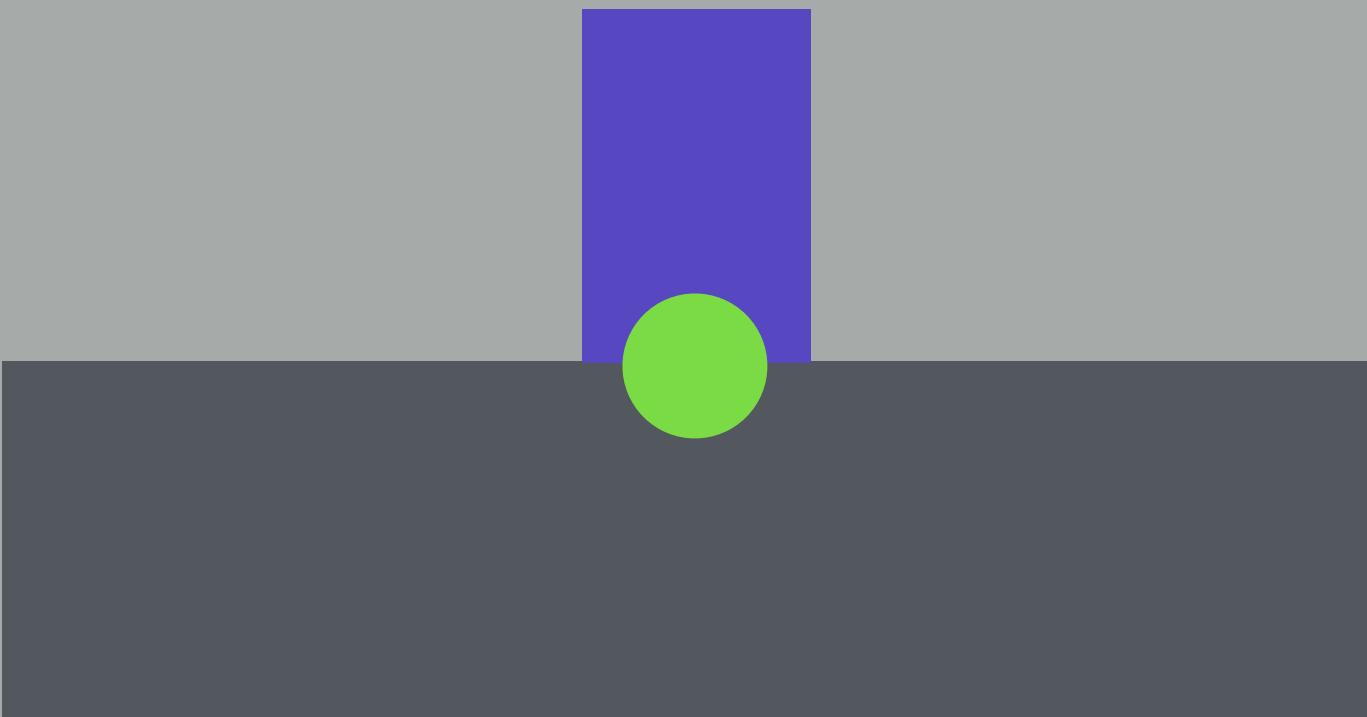


```
collidedBottom = true;
```

Set to **true** based on **collision direction**.

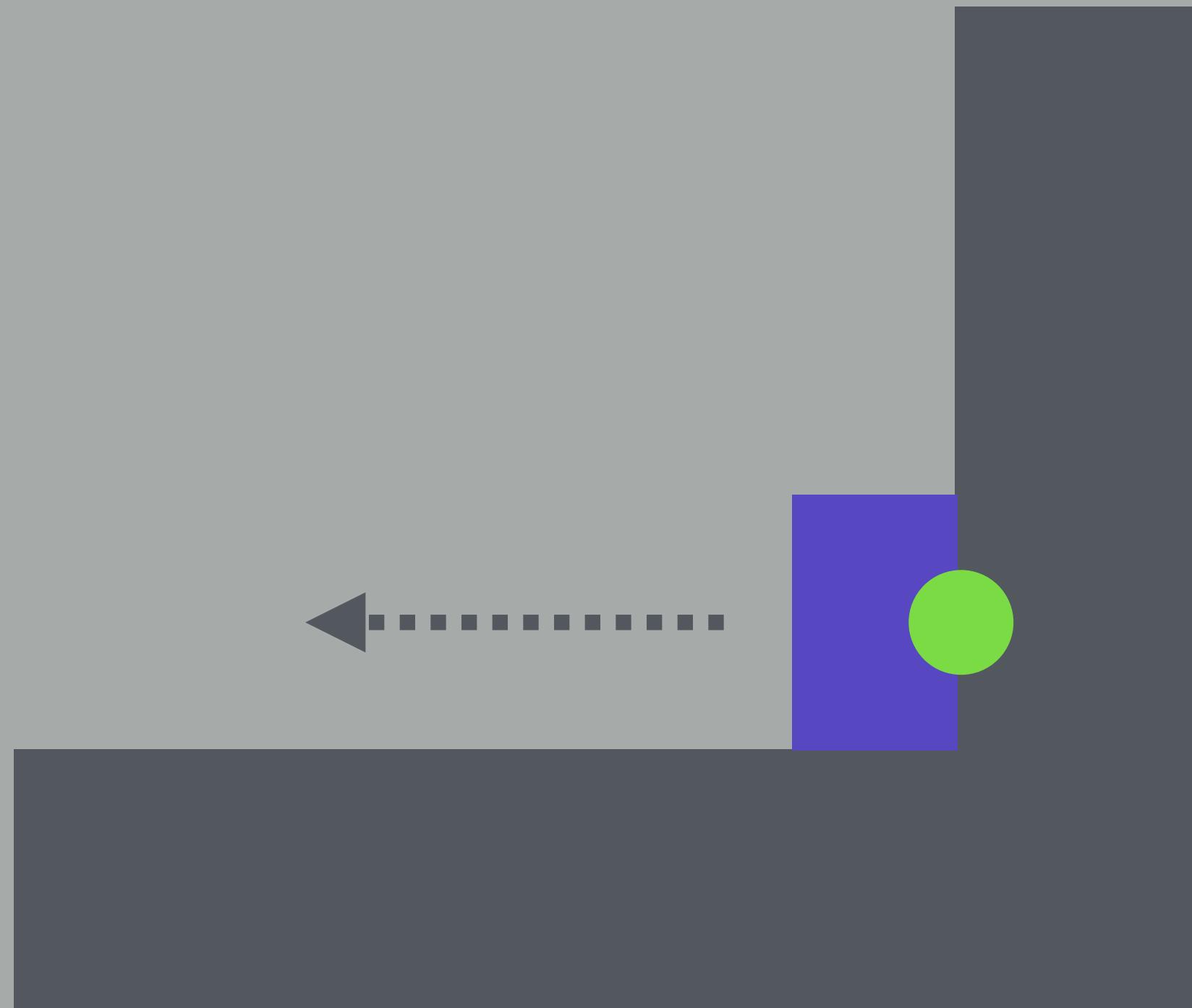
Using contact flags

Detecting if you are standing on the ground.
(Jump only when **bottom contact flag** is true)



Simple NPC entities that turn around when they hit a wall.

(Constantly apply **x acceleration**, when **left or right contact flag** is **true**, reverse **the x acceleration**)



```
enum EntityType {ENTITY_PLAYER, ENTITY_ENEMY,  
ENTITY_COIN};  
  
class Entity {  
public:  
  
Entity();  
  
void Update(float elapsed);  
void Render(ShaderProgram *program);  
bool collidesWith(Entity *entity);  
  
SheetSprite sprite;  
  
float x;  
float y;  
float width;  
float height;  
float velocity_x;  
float velocity_y;  
float acceleration_x;  
float acceleration_y;  
  
bool isStatic;  
EntityType entityType;  
  
bool collidedTop;  
bool collidedBottom;  
bool collidedLeft;  
bool collidedRight;  
};
```

Final entity properties.