# Supa Mayo 128 Wahoo Edition REMASTERED

## HD Remake
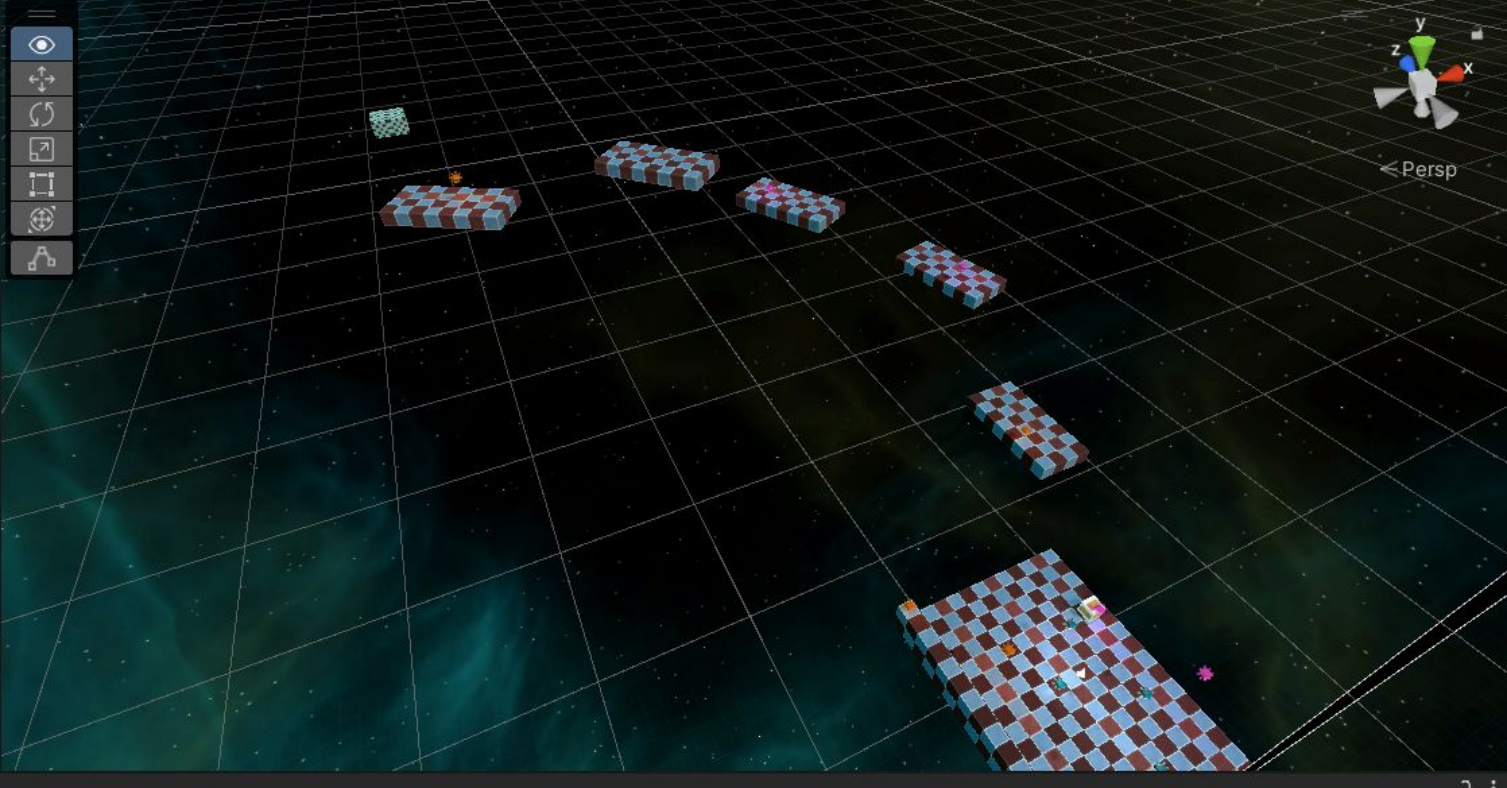
&KNUCKLES

Play gme

C Credits

Qui gme

Reset Score

Best Score: 0

By Dylan Sarell

NEW FUNKY KONG
MODE ADDED

Cat Picture of the Day!

- I added some sweet Platforms new music and visuals. Didn't Expand too much past the tutorial and project requirements.
- I made my own maps and added different music and clips. (2 Maps).

What I added

# What I added

- I added a moving platform. At first made the character backwards.
- Meldin Helped me do some shenanigans to fix it.
- I modified the UI to work with TextMeshProUGUI.

# Unity Chan is not a good player Controller

I tried to fix unity chan's code and movement. I wasn't able to figure out too much. The only thing I changed was putting the jump function into the update function rather than fixed update and makes the jumping more consistent.

```
Unity Message | 0 references
private void Update()
{
    if (Input.GetButtonDown("Jump"))
    {   // スペースキーを入力したら

        //アニメーションのステートがLocomotionの最中のみジャンプできる
        if (currentBaseState.nameHash == locoState)
        {

            //ステート遷移中でなかったらジャンプできる
            if (!anim.IsInTransition(0))
            {
                rb.AddForce(Vector3.up * jumpPower, ForceMode.VelocityChange);
                anim.SetBool("Jump", true);      // Animatorにジャンプに切り替えるフラグを送る
            }
        }
    }
}
```

# KnucklesBlock

I added a block called the KnucklesBlock
which gives unity chan moon gravity
when collided with. I added gems and
platforms that need this power.

```
                                    Unity Message | 0 references
    private void OnTriggerEnter(Collider other)
    {
        if(other.gameObject.CompareTag("KnucklesBlock")) {
            jumpPower = 6.0f;
            forwardSpeed = 2.5f;
            backwardSpeed = 1.0f;
            other.gameObject.SetActive(false);
            Physics.gravity = new Vector3(0, Physics.gravity.y / 2, 0);
        }
    }
}
```

## slower Speed
## Higher Jumps
## Less Gravity

Side effect You can
infinitely Jump ;(.

Let's Spin Dash our way to a Game Showcase