Project Jump Report

First of all we try to understand how this ball will move forward, backward and upward. Result of this search we decide to make the move with basic movement rule Xf=Xi+ (Vx\*t)+(1/2\* a\*t^2).We need functions for that and we use update\_vel\_pos() functions for the movements. Of course we need to draw balls so we use setup () and to prevent the ball ‘s fall from the screen we use collision().

For the time in the movement equation we use al\_current\_time() to get the ball's current time and make the movement an illusion with current\_time - previous\_time and stabilize the time for not increasing time values.

For the while loop we need to move the ball without any user event entry so we use” do

while (al\_is\_event\_queue\_empty(queue));” loop in the main while loop. And this point we face the first main problem; the ball was moving at the start but we couldn’t stop the ball when the user hit right or left button it just moves to the end of the screen. We tried to solve the problem for a long time but this solving process affected our next improvements in the project so we weren't able to make a menu or other levels for the project. This wasn’t only the problem that was affecting our time; destroying wall() didn’t work too. We try to understand the working of the while loops because we think ball couldn’t interact with the other objects because of the while loop’s some kind of logical errors that we haven’t understood so far. Also when user press up the ball just fly away we use collision\_up but didn’t work too.

And finally we draw the exit ”anahtar” block. We were going to use structures for the wall but then we think there are a finite number of blocks so we just use the x and y locations for level 1. We thought we could do better but we were stuck on some essential problems and couldn’t find a way to get through them.

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