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Coding Hurdle

Our first coding hurdle was implementing the tilt function for the movement of the character. We did not know the best way to go about implementing it, so we used a few online tutorials which gave us a similar structure and idea of what we wanted. We then added in the tilt function so that the player moved smoothly across the screen instead of just basic 8 axis movement.

The second coding hurdle was implementing the projectiles, we wanted to create an efficient way to handle all of the projectiles on the screen with little to no performance issues. We ended up using a ArrayList that way we could remove and add to it dynamically depending on what type of weapon the user is using. The projectile class has booleans that allowed for easy track of when they hit another object or go off the screen. This way the main game panel is able to update the arraylist and keep the memory usage to a minimum.