**2D Programming Final**

I chose to add onto the previous game that we made using SDL since one week to complete this final was not possible for me.

**Loading the game.**

Press ‘/’ or [Enter] key to bring up the command console. Then type in ‘load\_level level1.glf’ and then press enter. If the file exists then it will load the level1.cfg file and all of the assets required by the level file to run.

Ex: /load\_level level1.glf

**Game Mechanics:**

*Player:*

* You can move left and right using the A and D keys respectively.
* Jump is possible by pressing the W key.

*Goombas:*

* They just walk back and forth. If they hit a player (side collision), the player losses a life. If the goomba gets hit on top they die.

*Chains:*

* They are stationary and are composed of a base and a spike ball that rotates around the base.
* If you get hit by the spiked ball you lose a life.

**Other Commands:**

* show\_debug - This command allows you to view debug information.
* Options:
  + All – shows all the debug information.
  + Grid – shows the world grid.
  + Col – shows collision boxes (floors only for now)
  + Path or Node – shows the node paths for AI
  + Layers – shows each layer
  + Options:
    - 0 – player layer
    - 1 – layer one
    - 2 – layer two
    - All the way to layer 4.
* Cmd – shows windows console.
* Load\_level – loads level files
* Options:
  + Show – displays all level files available
* Unload\_level – unloads level from memory
* Exit – exits game.
* Mem\_check – performs memory checks
* Options:
  + Low – performs check at the low partition
  + High – performs check at the high partition
  + Info – shows info (memory usage and objects with in partitions)
* Help – shows help information.

**Playback Feature:**

* L key – Toggles between recording of game state and playback.
* K key – stops playback and lets you continue playing game.