Doodle Jump Instructions & Attribution Table

Instructions:

- Upon running the game you will have some upward momentum immediately.
- Use the right and left arrow keys on the PS2 keyboard to control lateral movements. Can also move through the screen to get to the other side.
- Landing on a platform will send the player upward.
- Platforms:
    - Green: Regular (no special behaviour)
    - Blue: Move laterally across the screen
    - Brown: False platform, the user moves through them
    - White: Disappear upon bounding on them once
    - Orange: Launches the user upward significantly longer than a normal platform
- The game will end if:
    - The user collides with the bottom of the screen
    - The user collides with an enemy (the red "pressure plate" on top of certain platforms).
- The user can press the up arrow key to fire a projection that removes enemies.
- Upon "gameover", the user can press the down arrow to play again!
- Additionally, pressing the Q button at any point will terminate the game.

Attribution Table

Task	Contributors	Description
Configure PS2 controller interrupts	Sean Pourgoutzidis	Enabled interrupts and PS2 controller and configured the GIC to generate an interrupt for this device
Sprite Drawing (main character)	Sean Pourgoutzidis	Used an array of colours to make a 2D array representing a character sprite. Then draw the sprite as expected
Main Character Physics + Animation	Sean Pourgoutzidis	Developed the jumping/moving logic for the character and the animations for the various poses/movement.
Platform Animation	Sean Pourgoutzidis + Gordon Lin	Animated the various platforms on the screen

Platform Logic	Gordon Lin & Sean Pourgoutzidis	Developed logic to determine interactions between and the generation of platforms.
Enemy animation/physics	Gordon Lin	Developed physics and animations for the enemies on the platforms; configured logic for enemies and allowed them to kill the character or be killed by projectiles.
Projectile animation/physics	Gordon Lin	Developed physics and animation for the projectile, allowed enemies to be shot and destroyed.