CS 3354.003
HW #4
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PART E:

Within the interactive Greenfoot game, the Person class is driven by user inputs and systematic updates. The spacebar press triggers the jump() method, initiating an animated jump that modifies the character's vertical position. This jump, coupled with an animation sequence represented by frame changes, provides real-time visual feedback to the player. The automated game loop calls to the act() method manage these actions and maintain the physics of gravity, central to the gameplay experience.

In contrast, the Obstacle class operates autonomously, propelled by the game loop to traverse the screen. It continuously moves until reaching the screen's edge, where it resets its position. The Obstacle class also listens for collisions with the Person, which, upon occurrence, prompts an immediate game halt through Greenfoot.stop(). This represents a critical gameplay moment, marking the player's failure to navigate the obstacle and resulting in a game-over state. The expected outputs from both classes— Person's motion and Obstacle's movement and collision response—create a dynamic and challenging environment that tests player agility and strategizing, encapsulating the game's core mechanics and engagement loop.