





## Testrapport Julian van Husen


 Clear current search query, filters, and sorts



☐  3 Open  6 Closed


☐  **Collisions not detected when holding either the left or right arrow key**  
#9 opened 3 weeks ago by julian4806


☐  **countdowntimer not consistent**  
#7 opened on Dec 16, 2022 by julian4806


☐  **Tiles merging into each other**  
#2 opened on Dec 2, 2022 by julian4806


 Clear current search query, filters, and sorts


☐  3 Open  6 Closed


☐  **Resize Base64 Images**  
#8 by julian4806 was closed 2 weeks ago

☐  **Trying to integrate infinite-scrolling-clouds into my own project**  
#6 by julian4806 was closed on Dec 9, 2022

☐  **Clouds rendering negatively affects performance**  
#5 by julian4806 was closed on Dec 9, 2022

☐  **Clouds pop in too late**  
#4 by julian4806 was closed on Dec 9, 2022

☐  **Clouds not rendered using Phaser methods**  
#3 by julian4806 was closed on Dec 9, 2022

☐  **Character not reaching tile**  
#1 by julian4806 was closed on Dec 9, 2022

# Open issues:

## Collisions not detected when holding either the left or right arrow key #9

**Open** julian4806 opened this issue 3 weeks ago · 0 comments



julian4806 commented 3 weeks ago



No description provided.

Assignees

No one—assign yourself

Labels

## countdowntimer not consistent #7

**Open** julian4806 opened this issue on Dec 16, 2022 · 0 comments



julian4806 commented on Dec 16, 2022



if the FPS drops the countdowntimer will also slow down. To prevent this from happen we need to use the time and delta parameters in the update method... Not sure how to do this though....

## Tiles merging into each other #2

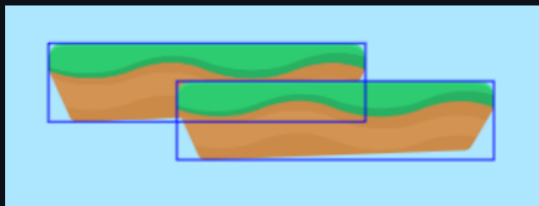
**Open** julian4806 opened this issue on Dec 2, 2022 · 0 comments



julian4806 commented on Dec 2, 2022





In rare cases, two tiles merge into each other



# Closed issues:

## Resize Base64 Images #8


 Closed julian4806 opened this issue 3 weeks ago · 0 comments




julian4806 commented 3 weeks ago

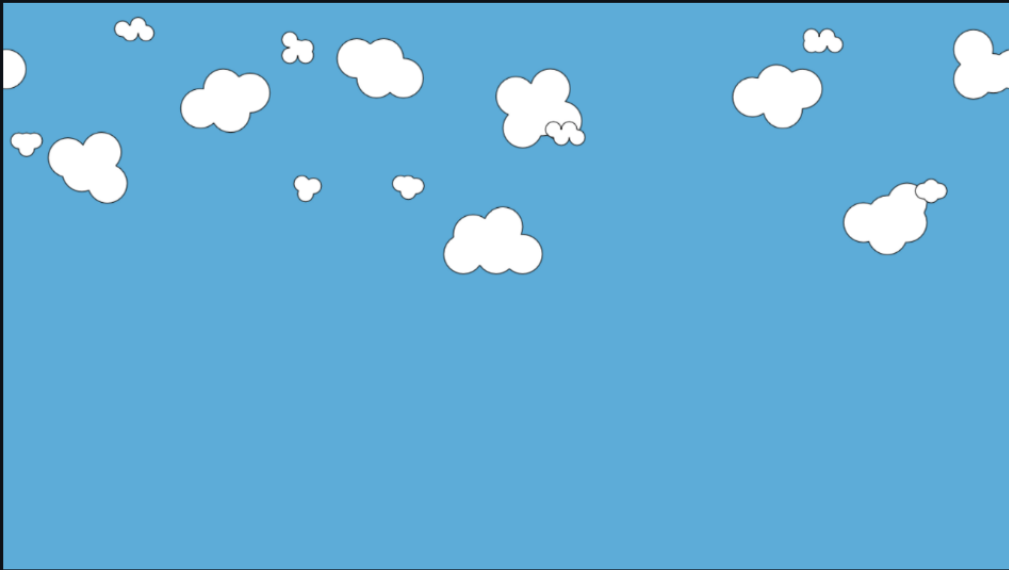
I need to find a way to resize Base64 images using JavaScript. I have to make sure every time someone uploads a picture of their face. This image will be resized to 70 x 70.

## Trying to integrate infinite-scrolling-clouds into my own project #6

 Closed julian4806 opened this issue on Dec 8, 2022 · 0 comments



julian4806 commented on Dec 8, 2022



Assignees  
No one assigned

Labels  
None

Projects  
None

Milestones  
No milestones

Development  
Create new branch

Notifications  
☐ You're not watching this repository

## Clouds rendering negatively affects performance #5

🔒 Closed

julian4806 opened this issue on Dec 2, 2022 · 0 comments



julian4806 commented on Dec 2, 2022



The code responsible for rendering the clouds slows down the main game loop.

```
create() { this.coulds = []; this.add.image(240, 320, "background").setScrollFactor(1, 0); let
cloudCount = 10; for (let i = 0; i < cloudCount; i++) { this.coulds.push( this.add .image(Math.random() *
480, Math.random() * 640, "cloud") .setScale((i + 1) / (cloudCount * 2)) ); }

this.coulds.forEach((cloud) => { cloud.y = cloud.y + cloud.scale; //cloud.y =
this.cameras.main.scrollY cloud.x = cloud.x + cloud.scale; if (cloud.y >= 640 +
this.cameras.main.scrollY) { cloud.y = this.cameras.main.scrollY; } if (cloud.x >= 480) { cloud.x = 0; }
});
```

## Clouds pop in too late #4

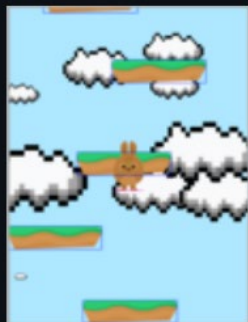
🔒 Closed

julian4806 opened this issue on Dec 2, 2022 · 0 comments



julian4806 commented on Dec 2, 2022

You can see the clouds popping up again as they leave the screen.



## Clouds not rendered using Phaser methods #3

✓ Closed

julian4806 opened this issue on Dec 2, 2022 · 0 comments



julian4806 commented on Dec 2, 2022 · edited



Right now the moving clouds at the background are rendered using a normal `forEach` loop, not using a `Phaser` `iterate`.



```
this.clouds.forEach((cloud) => { cloud.y = cloud.y + cloud.scale; //cloud.y = this.cameras.main.scrollY  
cloud.x = cloud.x + cloud.scale; if (cloud.y >= 640 + this.cameras.main.scrollY) { cloud.y =  
this.cameras.main.scrollY; } if (cloud.x >= 480) { cloud.x = 0; } });
```

## Character not reaching tile #1

✓ Closed

julian4806 opened this issue on Dec 2, 2022 · 0 comments



julian4806 commented on Dec 2, 2022 · edited



On some occasions when playing "MeJumper" the character is not able to reach a tile because it is placed too high.

