Game State: game
Life Num: 11
Live Time: 2
WSAD to move, use O to suicide this life
R to restart the game
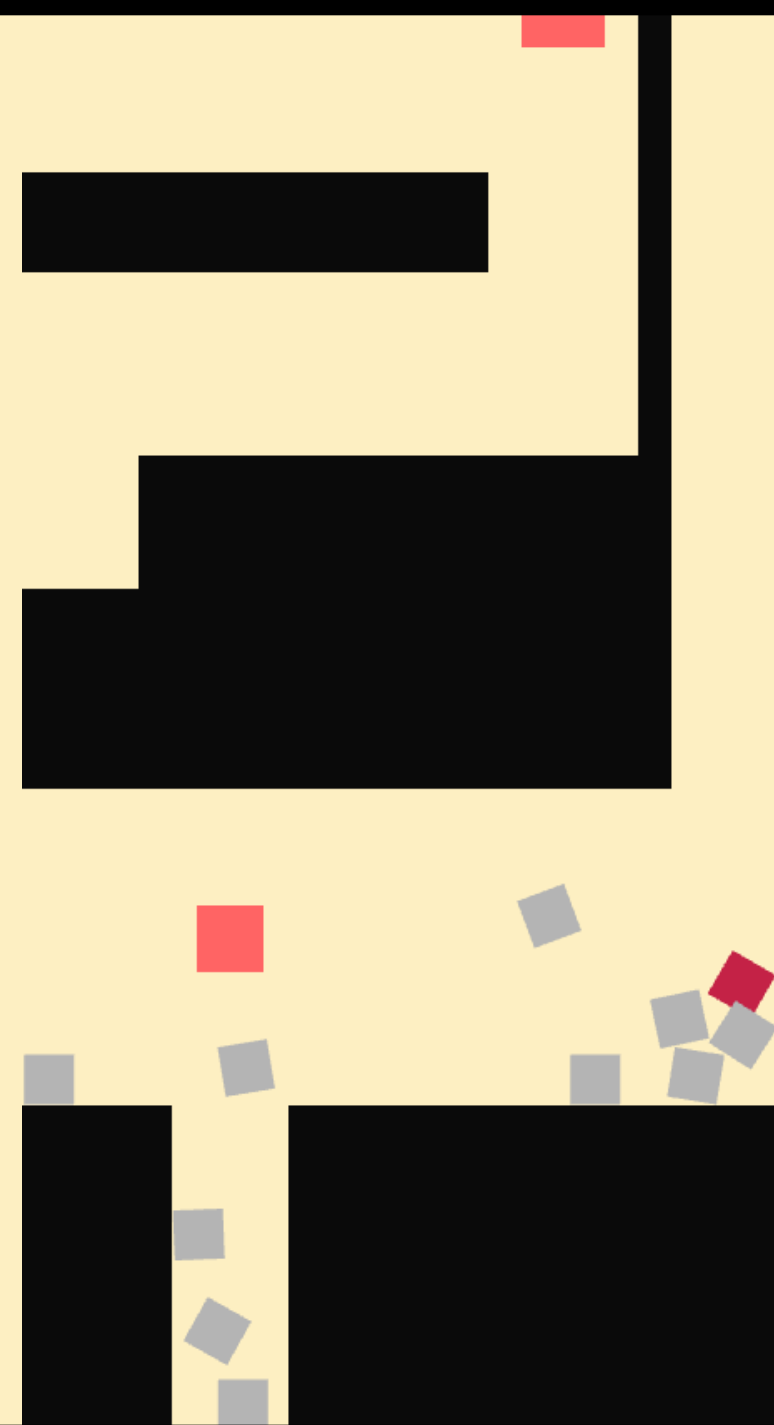
MEDIART-206

Circle o.f. Life
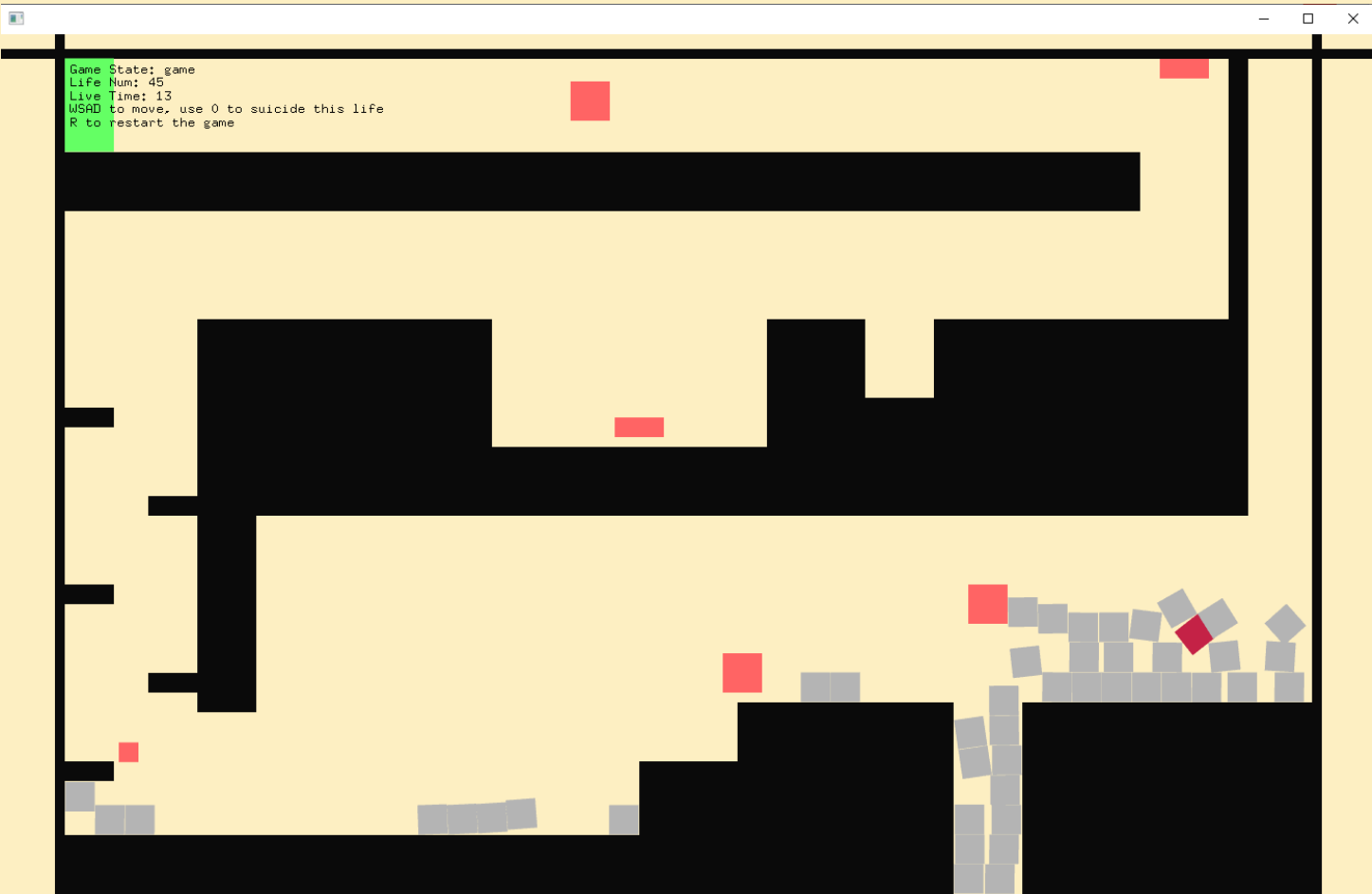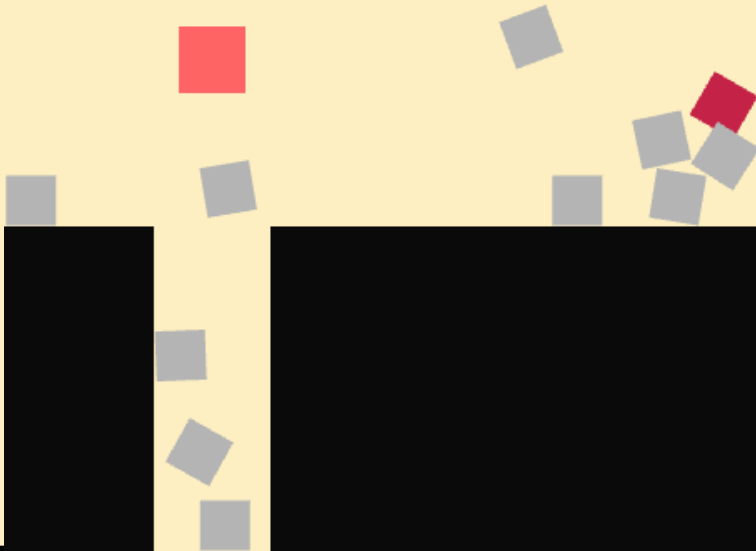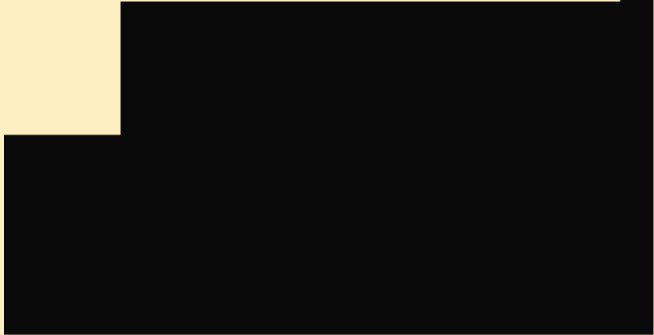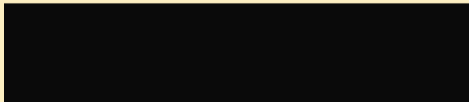
Junkai Man

Concept

- A realistic reflection of previous failures and current self.
  - How do previous failures affect us

- Triangle
  - a loop

- Sometimes You Die
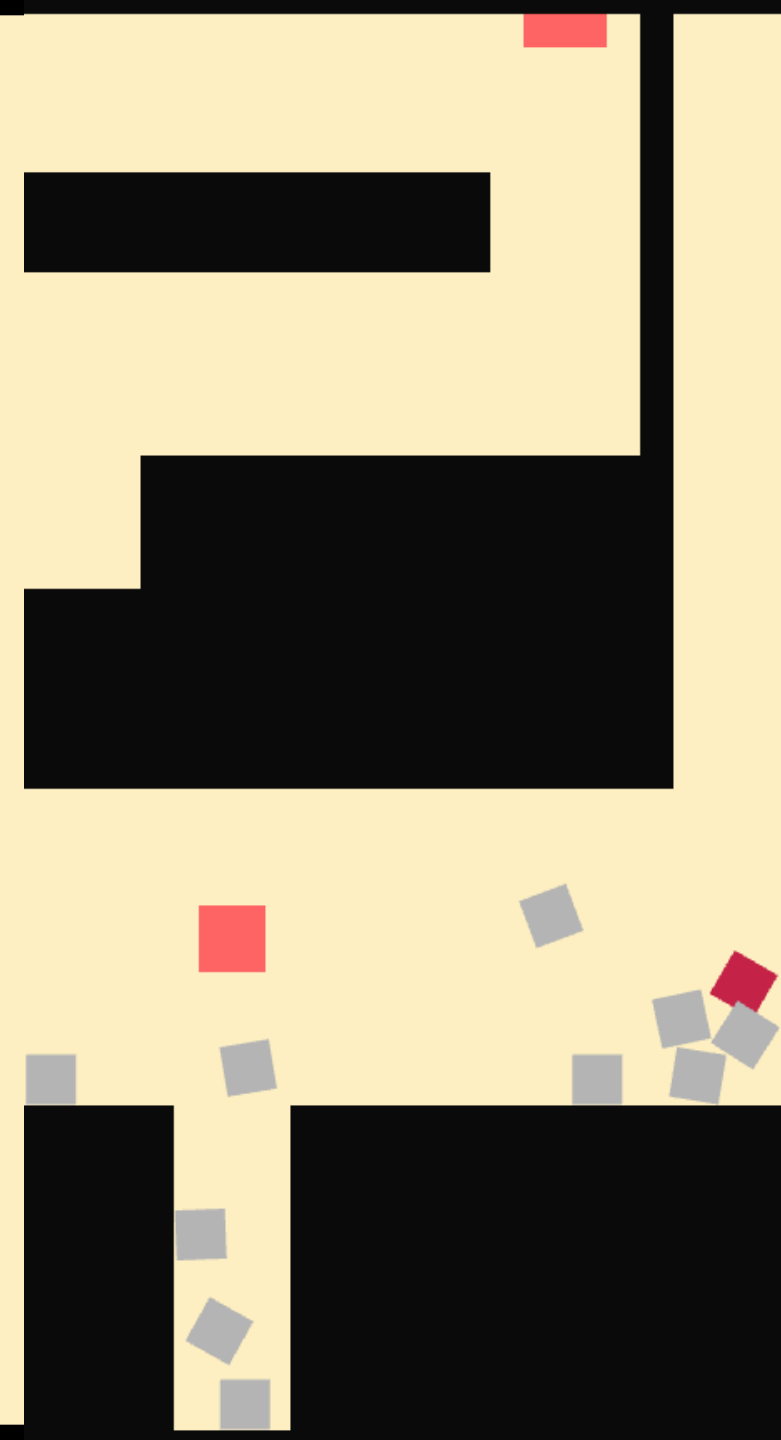 - death != game over

Try out

Game State: game
Life Num: 45
Live Time: 13
WSAD to move, use 0 to suicide this life
R to restart the game

Technical

- Addons:
  - ofxBox2D
  - ofxRestartApp
  - ofXML

- Game design on OF
 - https://openframeworks.cc/ofBook/chapters/game_design.html
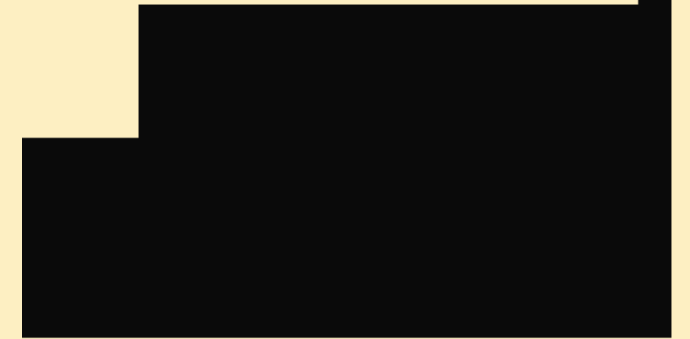
Code Go-through
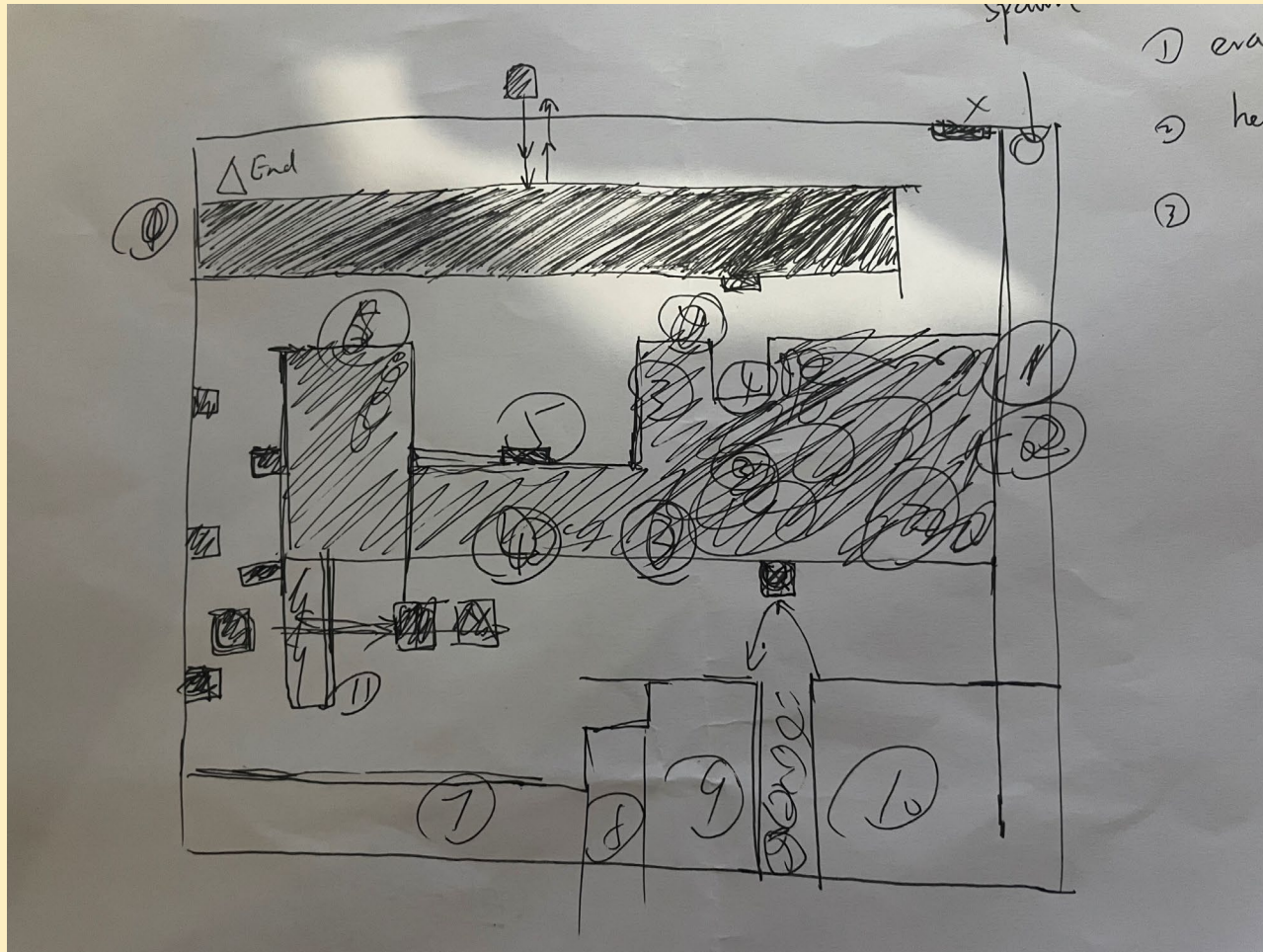
```cpp
#include "ofApp.h"
#include "ofxBox2d.h";
#include "ofxRestartOFApp.h"
extern string game_state;
ofTrueTypeFont font;
//-------------------------------------
void ofApp::setup(){
    ofBackgroundHex(0xfdefc2);
    ofSetVerticalSync(true);


    // setting up box2d
    box2d.init();

    box2d.setGravity(0, 40);
    box2d.createGround();
    box2d.createBounds();
    box2d.setFPS(60.0);
```
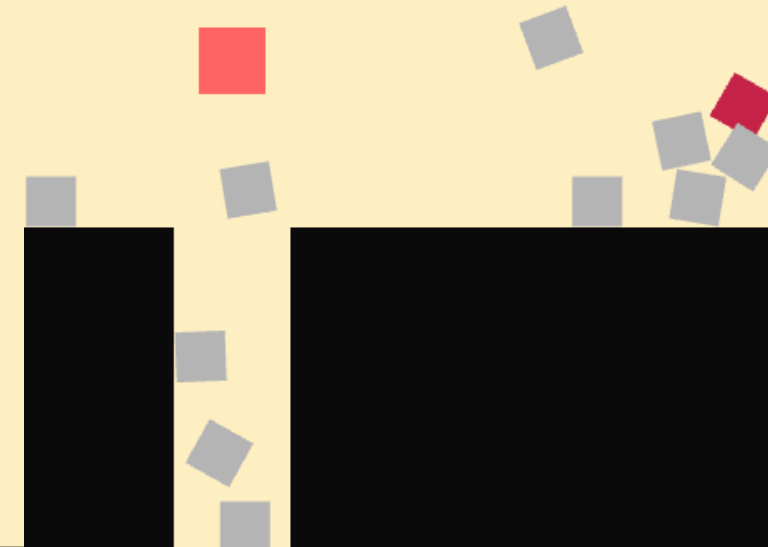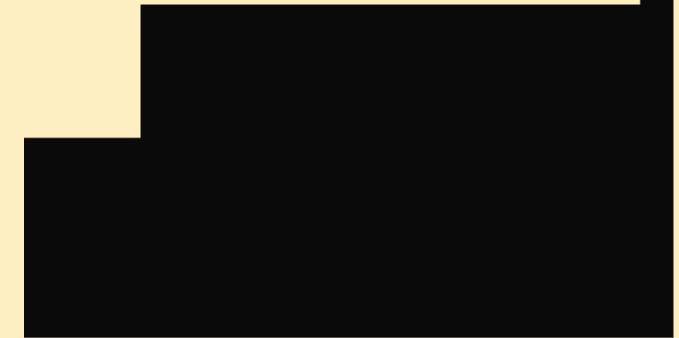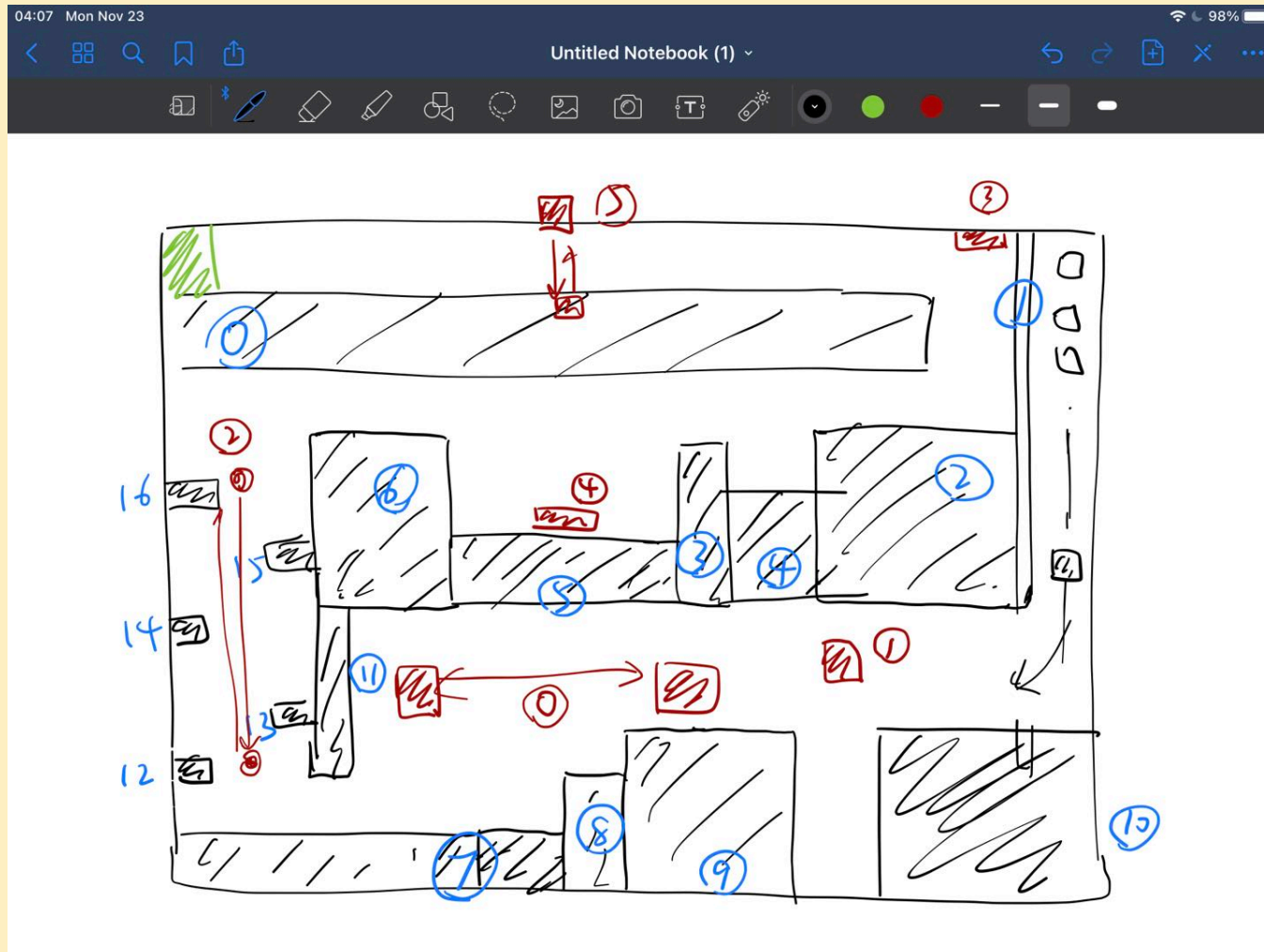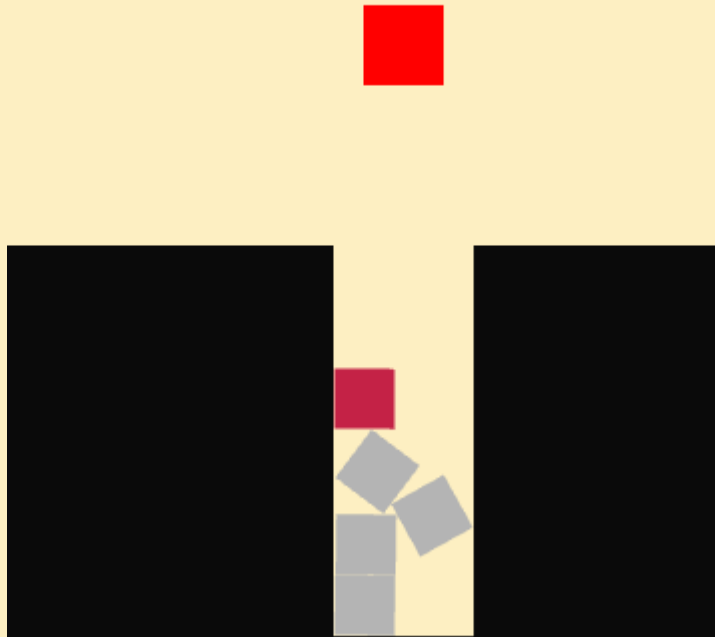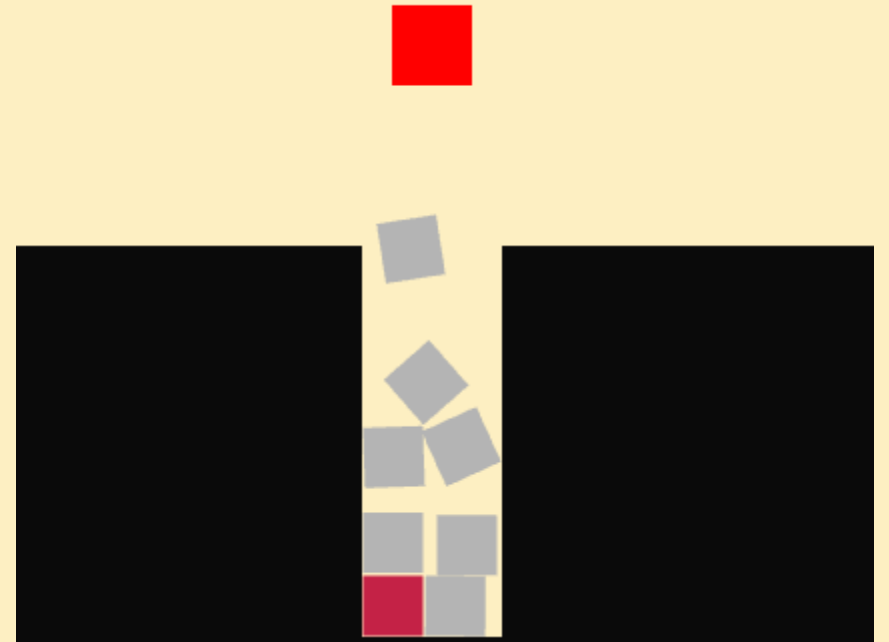
Prototype
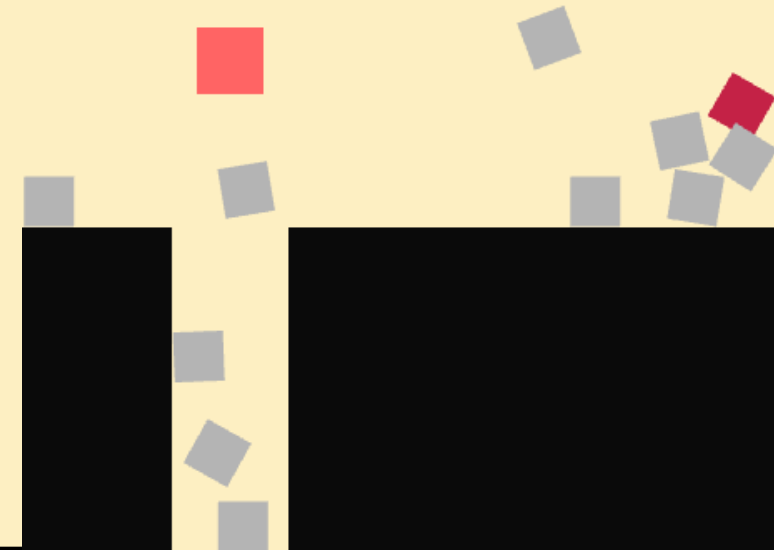
Prototype

Explanation
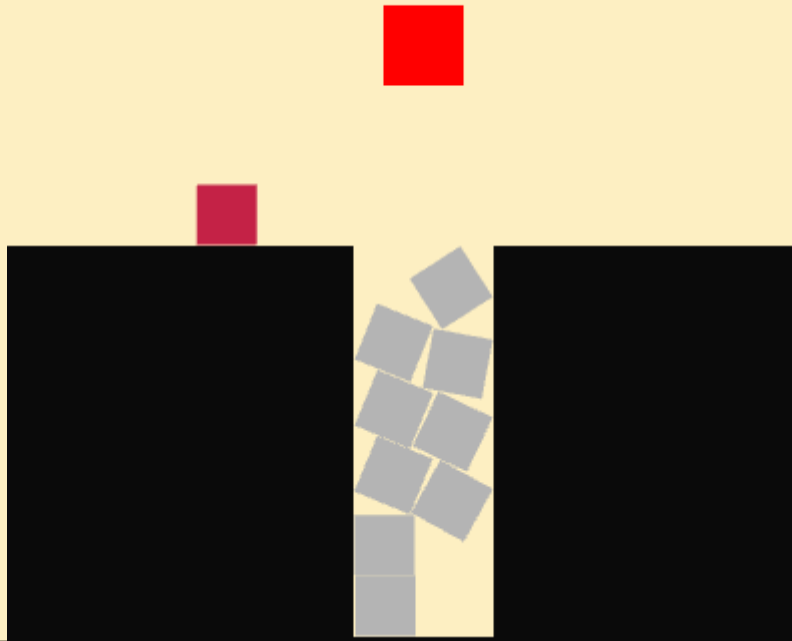
Sometimes your failures become bases
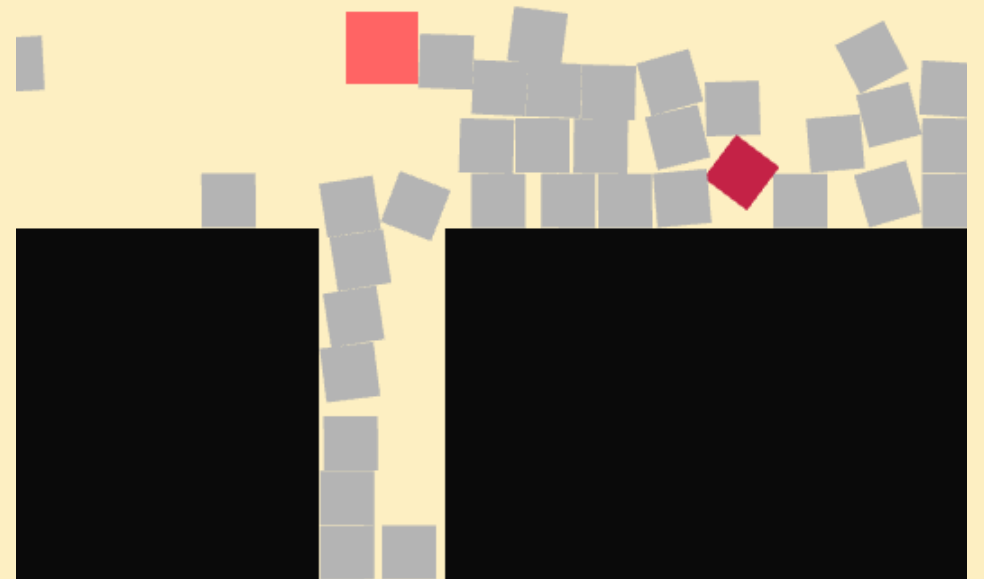
Sometimes they become barriers
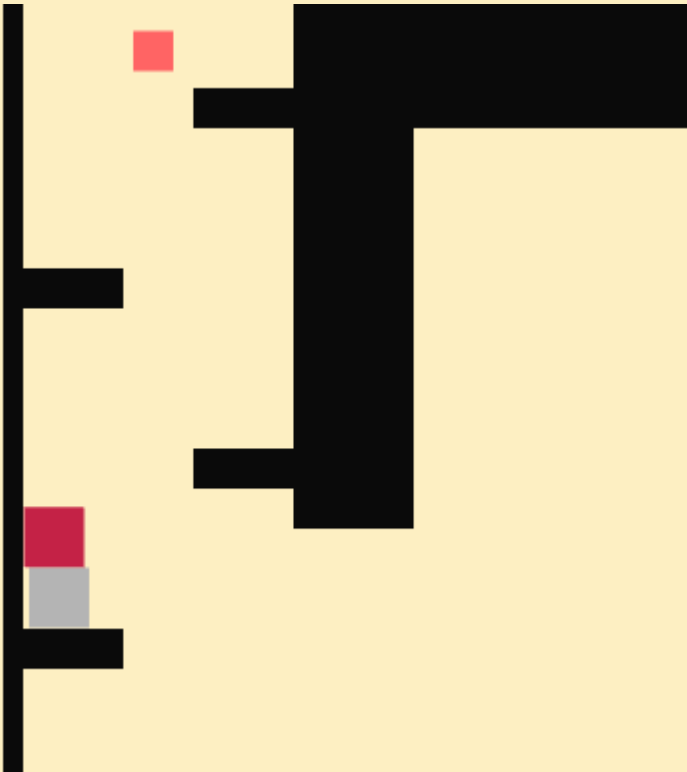
Explanation
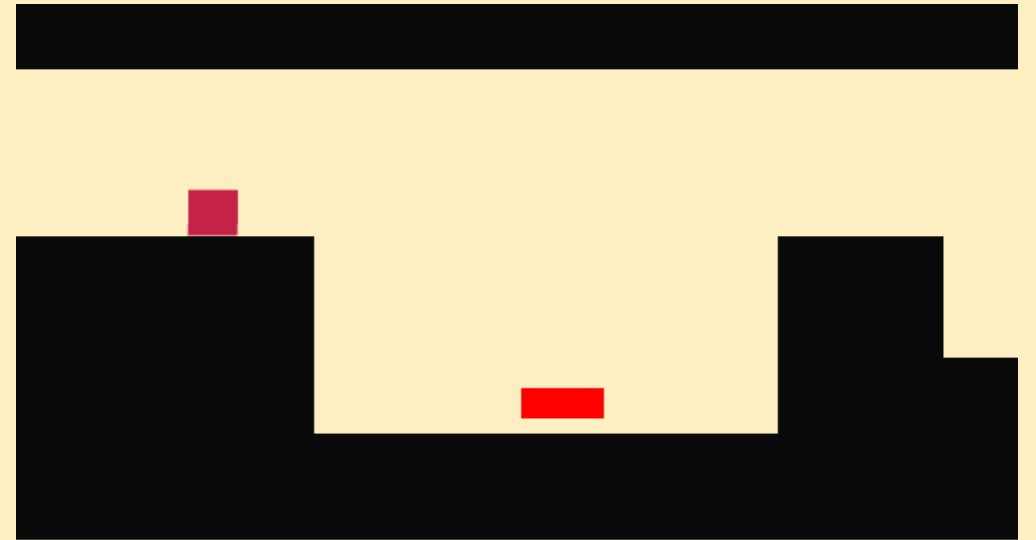
This is a way out

This is also a way out

Explanation

Standing on your failure

Sometimes you have to fail,
so you can win

References

https://indienova.com/indie-game-development/2d-platformer-better-game-feel/#iah-4

https://www.iforce2d.net/b2dtut/collision-callbacks

https://forum.openframeworks.cc/t/saving-values-using-ofxml/29651

https://github.com/vanderlin/ofxBox2d

https://openframeworks.cc/documentation/utils/ofDirectory/

https://openframeworks.cc/documentation/utils/ofFile/#show_remove

https://openframeworks.cc/documentation/utils/ofXml/#show_appendAttribute