Final Project Notes/Journal

# Day 1 – 11/12

I hate calibri font.

Walk displays PC at 0,0 and slides it around.

* Fixed.

Jump continues endlessly.

* Attempt to apply gravity
  + Failed. Jump quickly becomes disabled because negative jump height is reached.
* Try: MaxJH = y – JH, Apply gravity after MaxJH is reached.

# Day 2 – 11/14

Calibri still sucks.

Made ground a constant in the main file’s draw function. Subject to change when stages become a thing.

Progress: He falls. (Good news). His rise never stops. (Bad news) :(

HE JUMPS. AND FALLS. BUT ONLY KIND OF BECAUSE IF HE ONLY JUMPS TO FULL HEIGHT IF YOU HOLD THE BUTTON.

* Potential for short hops if I want it.
  + Current Code:
* public PlayerCharacter(PApplet p, PImage sprite)  
  {  
   this.p = p;  
   this.sprite = sprite;  
   walkSpd = 2.0F;  
   jumpHeight = 100.0F;  
   x = 0.0F;  
   y = 355;  
  }
* public void jump()  
  {  
   float startY = 355;  
   float jumpSpd = 5;  
   float maxJumpHeight = startY - jumpHeight;  
   if(p.keyPressed == true)  
   {  
   if (p.key == *CODED*)  
   {  
   if (p.keyCode == *UP* && y >= 0 && y >= maxJumpHeight)  
   {  
   y -= jumpSpd;  
   display(x, y);  
   }  
   }  
   }  
    
   else if(y < startY)  
   {  
    
   {  
   y += jumpSpd;  
   display(x, y);  
   }  
   }  
    
   display(x, y);  
  }

***Note***: Flipping the doggo is dangerous and applies canvases that ruin immersion and the background. Look into later.

Also need to figure out how to only let one button be pressed at once without freezing PC in place.

# Day 5 – 11/21

Forgot to log today.

Everything was going well until I had to figure out how to click start to display tutorial.

* Try interact key and such.

# Day 6 – 11/22

Dying.

Brittni got the start screen to work

Need to figure out how to display PC on the screen on startup

* Currently displays PC on startup, but there are multiple PCs being displayed (gives off a thicker outline to sprite when moving.)
  + Not gonna fix the outline problem right now.

Need to make Platforms.

* Work on a class version?
  + Cannot be higher than max jump height from each other.
  + Cannot be below the ground.
  + Use an interface to connect PC and Platforms

# No clue which day it is – 12/5

Platforms are working (too well actually)

* Need to solve omni-stage platforms