Side Scroller (Platformer) Project, Part 2
Clyde's Adventure (Java remake of a DOS game)

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Differences between *Clyde's Adventure* and *Jumping Jack*

While the implementation of a Java-based *Clyde's Adventure* will borrow heavily from the sidescroller *Jumping Jack*, as presented in *Killer Game Programming in Java* by Andrew Davison, there are considerable differences in goals and play style between the two, which shall be reflected in the code.

Clyde's Adventure will largely be built on the code provided in KGP, but many alterations will be required. The goal of *Clyde's Adventure* is to navigate castles, collect gems, acquire the hidden treasure, and reach the exit without running out of energy. As such, a large portion of the original code, not related to simple rendering, is unnecessary or will need to be modified.

Additionally, Jack is constantly moving, unless the player tells him to stop, whereas Clyde will only move when a key is pressed. Furthermore, the castles that Clyde explores are not looped, and may be taller than the screen, so code pertaining to how the ribbons and the tile map are drawn will need to be altered. This will be complicated by the following factor:

In the original DOS version of *Clyde's Adventure*, Clyde does not remain in the exact center of the screen; instead, the effect is more of a camera following an actor. Such a behavior may require the creation of a new class, or heavy modification of the ribbons manager and tile map controller.

Finally, as an exploration-based sidescroller, there will be objects in the environment that Clyde will be able to manipulate and activate, namely magic bricks that he can make disappear (temporarily) and switches that enable/disable traps, doors, etc. These will largely be extensions of bricks and sprites, but Jack/Clyde will have to be further modified to allow him to "talk" to bricks and switches.