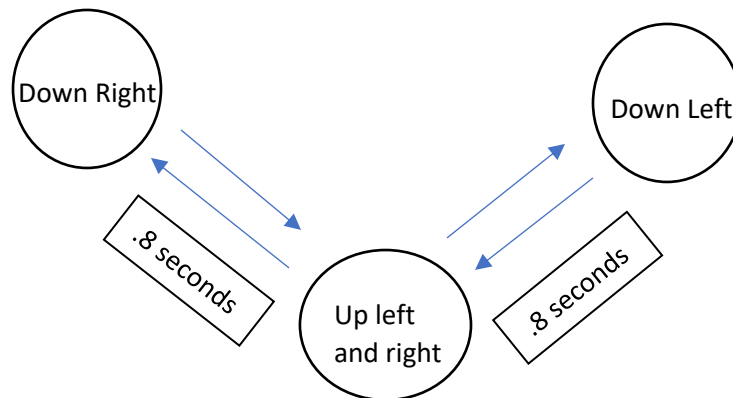Michael Webb

CS/GDD 1100

Quest 5

November 19, 2017

For this game the player tries to get from one side of the screen while avoiding enemy sprites. All of the enemy objects use a finite state machine system that have different movements for the player to maneuver around. The obj_sidewaysenemy has three states, it starts in the center and moves diagonal up to the right of screen for about .8 seconds and then moves back down to the center. After it returns to its original state it moves diagonal up to the left of the screen and returns to the center. This loops until the player either loses by touching an object or if the player makes it to the goal. With having the object always moving it gives the player more of a challenge when playing.