

The Grid

Maurice Leavell

1 Summary

The grid allows for mass placement of intersection sensors and basic pickups in rectangular based levels. It is a very simple set up that takes in value for the amount of columns and rows to make and creates a pickup and sensor for each tile through an offset. The grid is not smart enough to not spawn objects in walls so it must rely on the actors it spawns to delete themselves if they spawn in a wall. Once it has spawned all basic pickups it checks to see which ones survived the delete on overlap culling and stores the amount as an integer. This integer is then used to keep track of how many pickups are left and calls the function that starts the next level once the current level is won.