Work log:

02/09/2019

Fixed the sprite image, kept the animation code in the project itself for sprites that need animation.

Looked at the transparency, kind of know where to begin. Not yet started on actually fixing it. I probably need to recognize alpha pixels and not draw the if possible. Also saw where the rgb blend is happening. Don’t know for sure If I can add a alpha pass as in rgba.

Also fixed the first version of controls and movement, made the on key down event and added a switch statement to check for input of the A key and the D key.

Added a xpos and ypos variable, which I change on input. Player always moves to xpos and ypos variable in the tick/update.

03/09/2019

Did some math reading today because I want to improve my math by reading “beginning Math and Physics for game programming”.

Read through the whole existing project.

Added a background that correctly animates.

Created a game object class.

05/09/2019

Bomb jack working but misunderstood the phrase “delete everything under the player”. Thought I had to delete everything with a literal lower y position in comprising to the player. Fixed that by working on object detection.

Worked on sphere collision in Bomb jack, home work done. Jittery movement because of delta time?

GameObject base class done in galaxian. Working on class setup. Thinking of AABB colliders for everything.