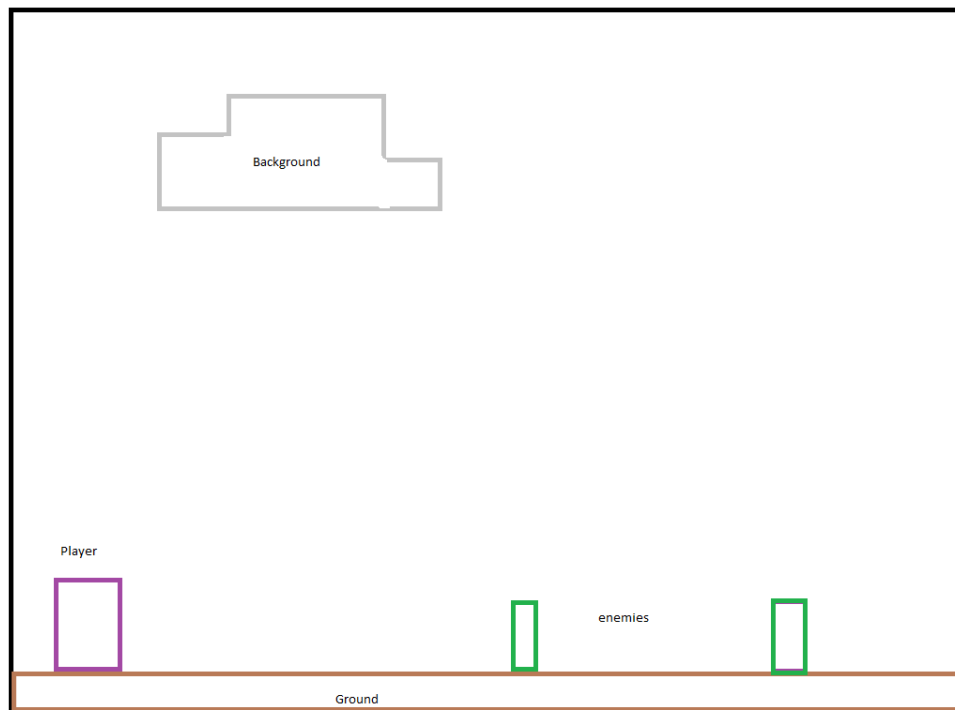


T-Rex Run Game

We are making the T Rex run game. Despite its name the T Rex doesn't actually run, we will only be giving it the illusion that its running by spawning shapes and having them move past our dinosaur. However some of these objects will "kill" our player upon contact, how do you dodge them? Jumping thus creating the game the player will jump with can be achieved by looking for when the space bar is pressed and lowering its player Y axis then having it constantly increase to create the illusion of gravity. There were a few errors like getting to play not to fall right through the ground and limiting them to one jump. There was also the issue of my Visual studios not working which I worked around by doing small edits and having my group mates check on their end, The code didn't create errors but its wasn't working so I asked Raph for help which is where he showed me how to properly all the sound effect from the files. Then I tried to get music to play but that was a bit more tricky. After trial and error I learned about an auto loop but there was still one more error it would play. Me and Rapl looked at it and looked at other examples till I noticed an extra line of code not on my own then I added it and boom it worked.

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We did seem to have some issues getting GitHub working and group mates absent and I wish we could have gotten the project in GitHub faster to allow for people at home to work on it faster and spread out the work a bit more but I think me and my group mates did a great job breaking up work and finding ways to help and all get it in on time while meeting the requirements