

# Dyno Game

Teammate already did all the graphics, no need to work on that.

The jump is unlimited, letting you spam the spacebar as much as you want. This would be a good idea to fix, but how?

Implement a bool as true, tie it to the “if spacebar is pressed” statement so you can only jump when true, make jumping make it false, and then rig the hitbox statement so that landing makes it true again.

Can’t find the hitbox statement

There are no hitboxes. It works off of coordinates. Tie it to that.

Works well.

Look for spelling errors in some of the code commits. It seemed a bit difficult to navigate.

We may be adding not just cactuses as obstacles, but birds too. The jump should allow for multiple jumps then.

Make it an int. Jumping will increase the value, and over a certain value you can’t jump.

No real point in having the old bool now. Scrap it.