

T-rex game process work

We are making the T-rex game from google when you don't have internet. The game is simple but fun. Mainly, the game is a t-rex running on a flat plane and you as the t-rex have to jump over obstacles.

The T-rex does not actually move its just looks like its moving because of the background and obstacles coming at the dino.

To make the dino collide with the obstacles I need to add collision.

I will get the x position of the player and the x position of the obstacles.

Then make a bool named "doesTouch" and check if the player and the obstacle touch, if the two touch

My biggest issue is getting the x coordinate of the obstacles. I can make a bool to check if they are touching but I can't find if they are touching if I can't get the x coordinate of the obstacles. As the dino doesn't move its easy to get the x coordinate of him.

I managed to get the x position of the obstacles and now the code writes "you hit an obstacle" whenever the obstacles pass the x coordinate of the player.

the collision doesn't fully work, even when you jump over an obstacle it still says you hit it, since it doesn't make sense for it to say you hit something when you didn't, I put encouraging messages instead.