Owen Hardrich

FLOATING INTERACTABLES

0 20 40 60 80 100 120 140 160 180 200 220 240 260 280 300 320 340 360 380 400

CLASSES   variables

1. INTERACTABLE   • position   • texture   • moveable bool

• home position   • moving bool

Interactables

Free   I₁

Held   I₂ → ∘ *

dropped to here

Move toward mouse when held

go to home

Home Positions

→ ∘ home 1   → ∘ home 2

2. ITEM HOLDER   (move towards home over time when Free)

• position
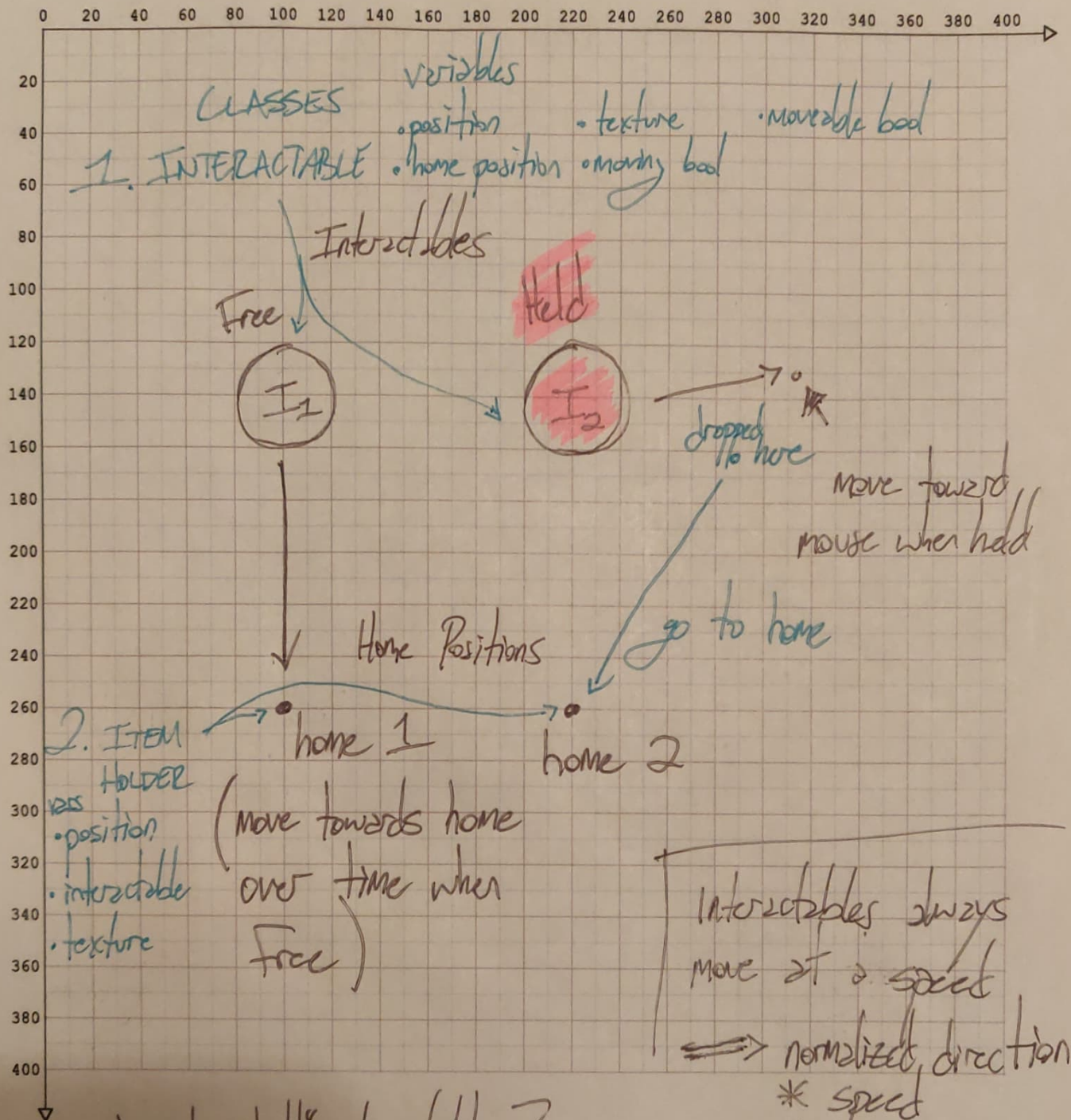• interactable
• texture

Interactables always move at a speed

⟹ normalized direction * speed

How to "hold" interactables?

↳ mouse is colliding (hovering over) AND mouse is down

* PROBLEM [UNLESS THESE CONDITIONS ARE MET INTERACTABLES
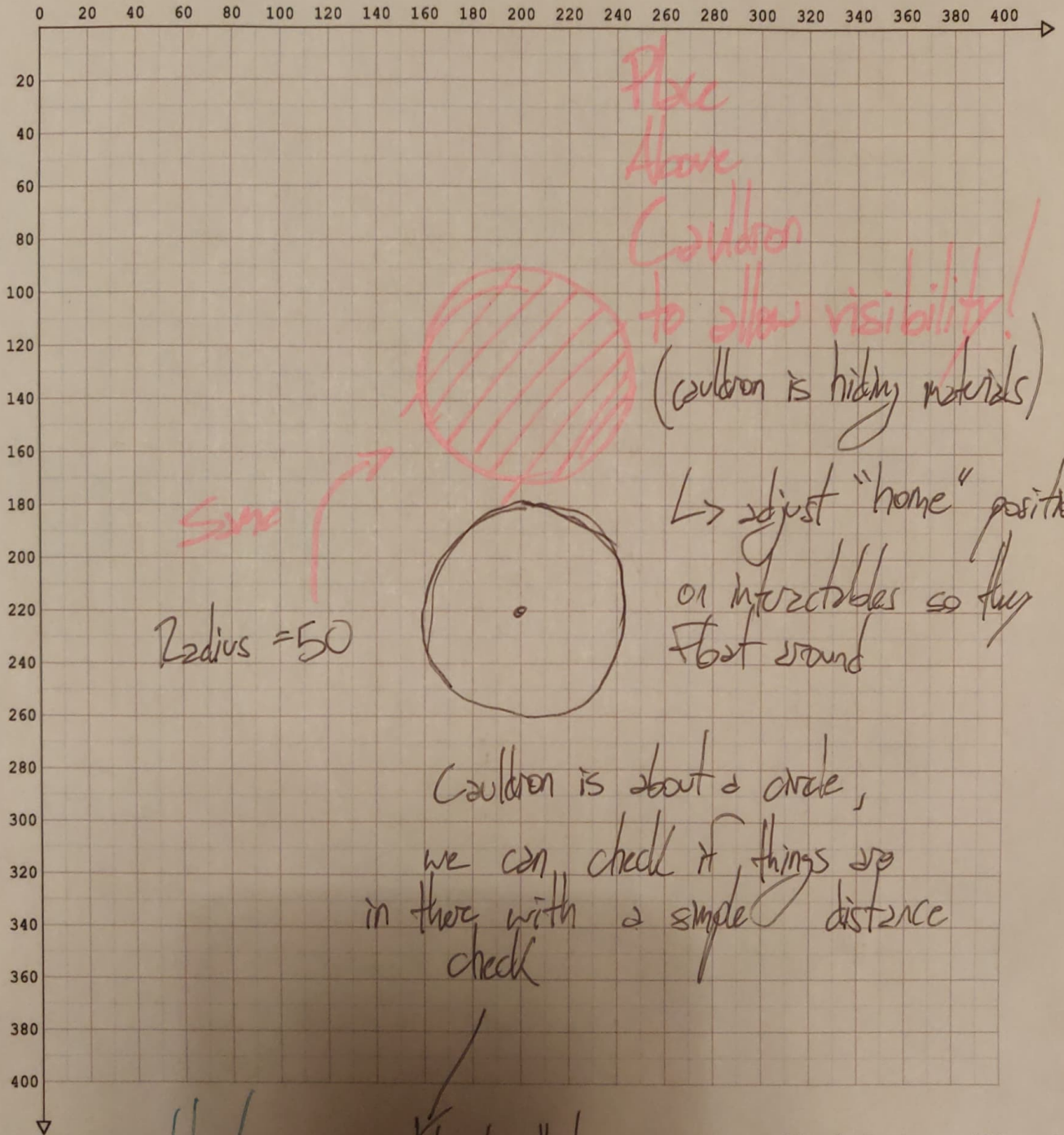MOVE HOME]

* Mouse Moves Faster Then Interactables

→ Interactable needs to stay moving towards the mouse until the button is lifted! Need bool as a switch
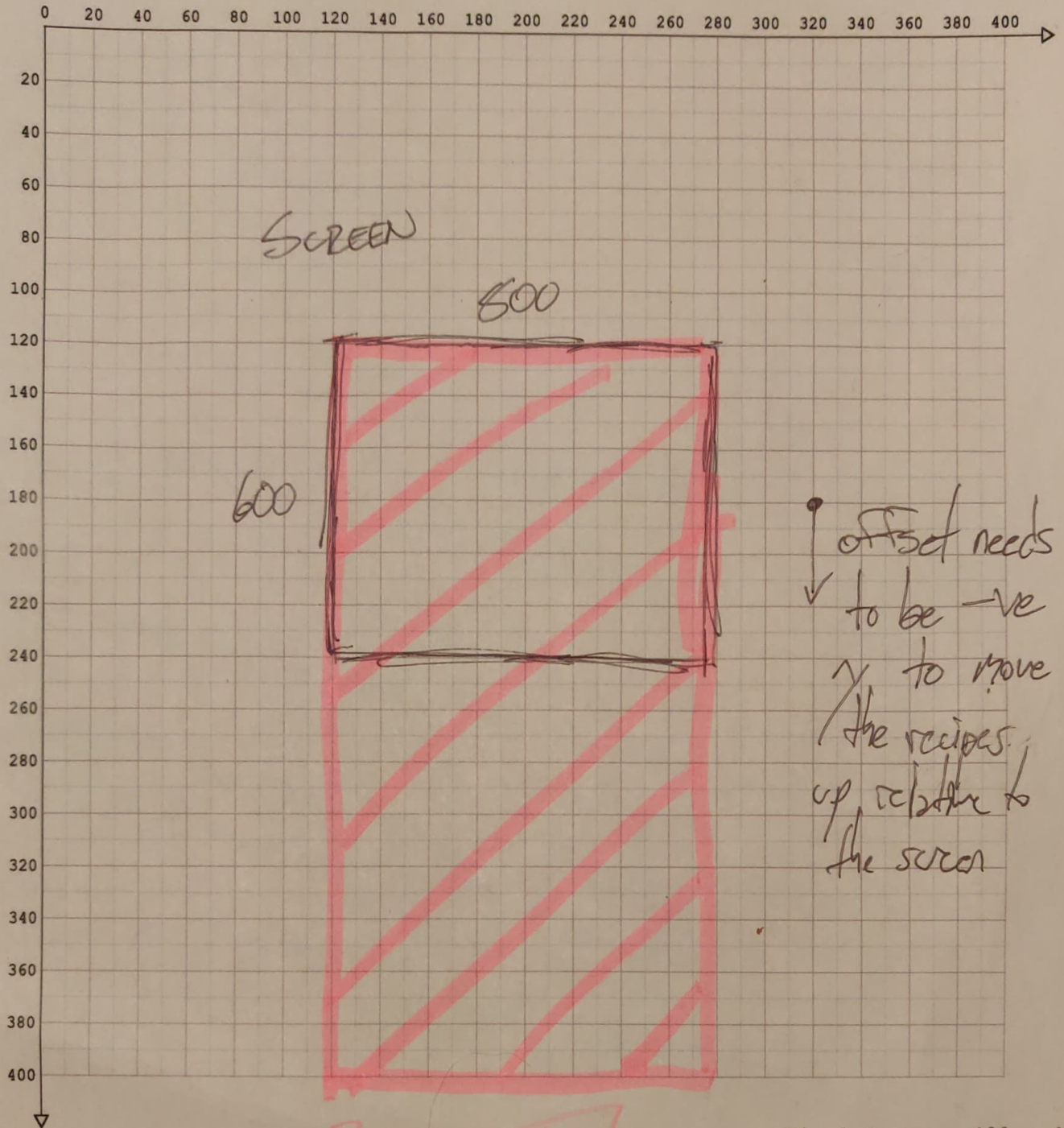
(bool moving)

MIXING MECHANISM

Owen Haedrich

Pixel Paper - 400 x 400
Graph Paper for Screen Coordinates

Place Above Cauldron to allow visibility!

(cauldron is hiding materials)

Same

Radius = 50

↳ adjust "home" position on interactables so they float around

Cauldron is about a circle, we can check if things are in there with a simple distance check

Orderly matters! We need to make the mixing & checking order consistent.

Mix materials that are "inside" the cauldron by checking if they match the required materials for something else

Owen
Haedrich

RECIPE VIEW

SCREEN

800

600

Recipes Texture

offset needs
to be —ve
y to move
the recipes
up, relative to
the screen

Pixel Paper - 400 x 400
Graph Paper for Screen Coordinates