

Color Plus

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Update loop - overview

- `CheckKeyboardInput();`
- `if Time.time > timeToAct...`
 - `GenerateRandomCube();`
 - `MoveRandomCube();`
 - `CheckForPlus();`
 - `scoreUl.text = "Score :" + score;`
 - `timeToAct += turnLength`

CheckKeyboardInput();

- checks input for keys 1-5 every frame
- stores input for MoveRandomCube()

GenerateRandomCube();

- inside turn
- generates random cube using colors from array

MoveRandomCube();

- uses input from CheckKeyboardInput();
- moves random cube to random place in selected row
- if no input occurred/row is full, consequences occur
 - score is subtracted by noMovePoints

CheckForPlus()

- checks for plus formation
- updates score
 - if all cubes are the same color, updates score by oneColorPoints
 - if all 5 colors are present, updates score by fiveColorPoints
- changes cubes in plus to black

```
scoreUI.text = "Score: " + score;
```

- updates score UI

```
timeToAct += turnLength;
```

- end of turn

Mouse input

- ProcessClickedCube (GameObject clickedCube, int x, int y)
- occurs OnMouseDown (not in update loop)
- activates cubes, swaps colors, etc

Other features

- different screens: start, instructions, game summary
 - buttons!
- count-down timer for turn