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Hello Nicola!

Today we got to build on our concepts from the previous project to start building a proper platforming game! Adding in floors, walls & ceilings to be interacted with by our avatar even after hiding them behind our background. Alfie started by importing our platforming land before coding in the in world rules and roles. He added rectangular platforms to use where our avatar was standing. We had to ensure that the roles of floor or wall were correct as they have different operational conditions and could cause some crazy bugs in our game!We repeated this step until Alfie was satisfied that all roles had been given in our world.  
  
So, we have our top and side of our platform covered but we don't have anything for the lower portion! To accomplish this we will be introducing yet another role, ceilings! This allowed us to ensure that our avatar cannot jump and clip through the underside of our level. Alfie 's next challenge was enemy placement! This may sound quite simple, but great enemies and their placements can make all the difference! Take for example classic games such as Super Mario and Sonic the Hedgehog, on the surface they are pretty straightforward platformers just like Alfie is starting to create but they had character and a very interesting assortment of levels and designs.  
  
He started with a single enemy turtle, as the road to Black Belt game design starts with a single enemy! This way our game can look much more realistic and we even added in a collision mechanic that would result in a lost life or game over if touched so we had to dodge! We coded our turtle and avatar to move and swap direction when the enemy reaches the walls to stop it from falling off the edge. To finalise our basic level design we need a way out or a goal! So Alfie used our hit function to state that when our rectangle “exit door” was touched the level ended. We can even use this tactic and apply it to a gem or coin so that when it is ‘collected’ our goal is accomplished and so the level is finished.  
  
The script written today was relatively simplistic but our focus was all about applying these concepts to more game formats, this will eventually and preparing him for the jump up to 3D design in Blue belt as well as reinforcing the concepts already covered! Great stuff today Alfie!

~Sensei Nathan