

Future Work

You have had some experience with the S2D platformer game in creating new levels

Taking this further here are some challenges for the future.

Making the Gems rotate - Easy

Looking at the Gem.h and Gem.cpp files.

Let's add some functionality to them.

Within the .h:

Add a float named "_rotation"

Within the .cpp:

In the Gem() constructor, set this to 0;

In the Update() function, increase the rotation each frame

In the Draw() function, modify the draw call to use this rotation value

```
SpriteBatch::Draw(_texture, &(GetPosition()), nullptr, _origin, 1.0f, _rotation,
Color, SpriteEffect::NONE);
```

Modify a Monsters Movement- Medium

Make one of the monsters appear to be moonwalking whenever it moves.

This change should be made in the **code** rather than modifying the image

New Win Condition – Hard

Add some new Game Logic that prevents the player from winning the level if all gems have not yet been collected.

Currently the new level loads based on the bool value, _reachedExit

Hint: You may opt to use some Boolean operator && to check if two things are true

```
if (thingOne && thingTwo)
{
    //Do Something
}
```