Basic Movement Module 5/23/2019

# Overview

Hey John! If you haven't played Contra 3 I'd recommend giving it a playthrough to get a feel for what we're going for with Operation CHAD. Depending on your skill you probably can finish it in about an hour or so. I'm assuming you know how to get Contra 3 running on a emulator but let me know if there's any issues with that. For now we're focused on getting the core gameplay up and running, including clinging to walls, monkey-bars, shooting, jumping, all the basics. Normally I'd go into more detail but one of the advantages of making a clone is that most of this stuff is fairly self evident (but don't hesitate to ask if there's anything you're not clear on). For now we're only focused on stages 1,3, and 6 (excluding all the stages with irregular gameplay)

# Basic Movement

All time stamps are references to this playthrough video of Contra 3 just for clarities sake.

Contra 3 reference video- https://www.youtube.com/watch?v=JDW2IMnVDvA

Goal - To establish basic movement of the playable character, and the creation of the environmental objects that support that basic movement.

1- Shooting in all 8 directions - This one is basic but can get tricky to make sure it's an unbroken stream of bullets when changing from running, ducking, climbing, etc

2- Ducking - This one is pretty simple but sometimes requires custom bullet placement to line up with the muzzle of the gun sprite properly. Since there's no sprite currently just assume the bullets are being created at half their normal vertical height (or just eyeball it)

3- Dropping down platforms - For the action of dropping down from a platform (the platforms that have the arrow sprite on them) change the input from just down to jump+ down; this way a player can duck on a platform that can be passed through. (4:22)

4- Walking and ramps- We don't need to be overly fancy with ramps but there are a few basic ramps that can be observed in stage 3 (8:34)

5- Jumping - We have that one pretty well in hand, at some point it'll have to be downgraded to a single jump and some height tuning will be needed but its good for now.

6- Ability to climb on to vertical wall object. There should be a separate object for this since there's sometimes a need for walls that can't be held onto. (10:40)

7- Ability to "monkey bar" across horizontal railings, and railings that are ramped/angled (3:37)

NOTE - When climbing, if the player fires they aren't able to move, and pressing the jump button drops them from climbing.

# Closing

I was eager to give you a punch list of stuff to do just so you weren't wondering what the next steps should be. Beyond the Basic Movement Module is dying, lives, checkpoints, and overall gameflow. I'll write up some stuff on that soon but in the event that you work through this Basic Movement Module that's some stuff to anticipate. Big thanks John!