Movement Module 4

Overview:

This module is mainly about wrapping up the movement system in its totality, so this one is a little different since I'm throwing in some bugs as well.

New Features

1- Moving Monkey Bars

Ideally, if possible, the monkey bar object (or maybe a different moving monkey-bar object if needed) would be moveable with both paths and by setting the speed & direction of the monkey bar object and the player object would simply move with it. This offers the most flexibility design-wise, but if it isn't doable don't sweat it, just let me know what the particulars are on getting the moving monkey-bar object working are. There's no need for moving diagonal monkey-bars.

2- Jumping onto monkey bars from motorcycle

In the motorcycle stage there will be a need to transition from the motorcycle state into the monkey-bar hanging state by jumping off of the motorcycle onto the monkey bars (most likely moving monkey-bars, not sure if this detail is relevant but I thought I'd mention it). The visual of the motorcycle itself has to "stay behind" after the player transitions onto the monkey-bars. In the extremely unlikely event that the player attempts to jump onto the monkey-bars, then back onto the bike just have them die for their shenanigans.

3- Ability to lock in place while on motorcycle

I completely failed to mention this, but the ability to lock into place while on the motorcycle is needed. Functionally identical to when the player is walking/standing and locked into place.

Updates/tweaks/bugs

1- Motorcycle: The motorcycle sprite is missing when the player is firing, dead, and most other states. As best I can tell its only visible when the player is moving or jumping, but all other states the motorcycle isn't being drawn

2- Motorcycle: After the player releases the direction-pad, the default aiming direction is always right (direction 0) instead of "remembering" if the player previously shot left or right.

3- Motorcycle: When taking a hit and dying, the player character does not land on the ground normally, but instead falls all the way off the bottom of the screen.

4- Walking: If the player is walking and aiming in direction 225 or 315, the player is unable to jump.

5- Climbing- When the player isn't firing and just hanging on the wall, have the sprite default to the last image index of the climbing animation (the player is merely holding onto the wall rather than aiming)