Pressed Press

Issie, Kat, Kyra, Tanisha

Cultural Context

1 **Fake News**
Truth is grossly misrepresented, or falsified altogether and presented as real.

2 **Real World**
Actual political climate and events are so shocking that they seem untrue.

3 **Internet**
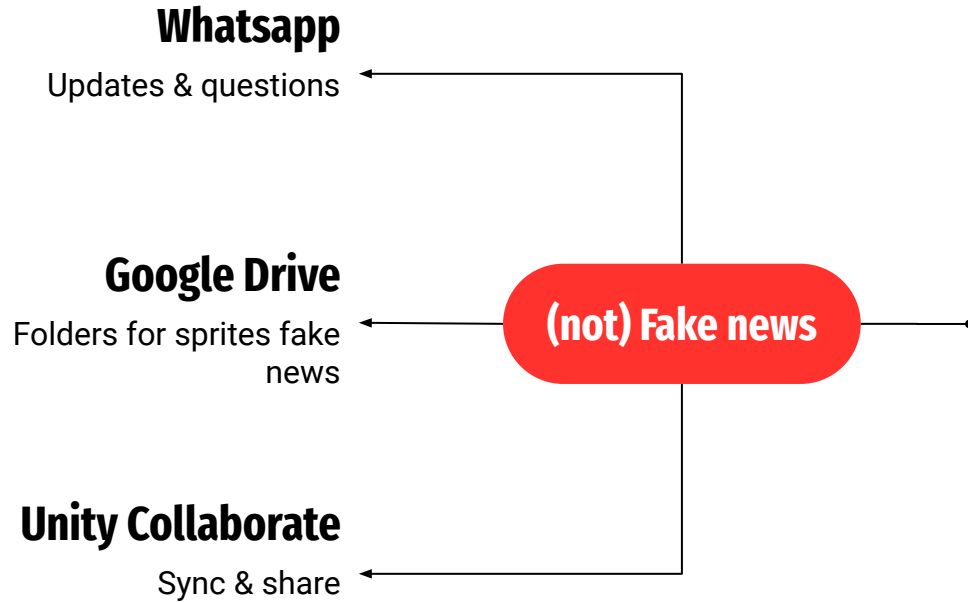Fast access to information allows users to be pigeonholed into beliefs before fact-checking.

NEWS

Inspirations

Defining our MVP

NEEDS	WANTS
Sprite art & animation	Background music & effects ✓
Tile sheet & working platforms	End screen & lives
News & Satire	Wall jumping & moving platforms
Player & camera movement	Printing station

Communication & Planning

Whatsapp

Updates & questions

Google Drive

Folders for sprites fake news

Unity Collaborate

Sync & share

(not) Fake news

Issie's work

NEWS

Government to NASA: 'Keep on Spending, You're Doing Great!'

See Nation, page 23

THE DOW

Key brokers, liven up your cubicle by putting a little star on top of this arrow to make it look like a little Christmas tree.

+4.32

WEATHER

People who thrilled you to their party

People whose friends brought you along

People so beautiful you could 'over' know them

INSIDE

Congress Hires Drummer

WASHINGTON, D.C.—In a decisive 376-43 vote last Friday, the United States Congress hired drummer Joey Lombardo, a professional percussionist with years of studio and touring experience. Lombardo, who has toured with such diverse artists as Kenny Loggins, Pat Benatar and Richard Marx, is expected to provide the legislative body with a variety of much-needed percussive effects.

"You wouldn't believe how much his steady backbeat helps keep bills and budget proposals rolling along, not to mention adding some zip to those filibusters," Sen. Alfonse D'Amato (R-NY) said. "Lombardo provides a rock-solid foundation upon which Congress can really jam."

The seasoned studio vet, who played with Bryan Adams on the Australian leg of the stars 1991 Waking Up the Neighbors Tour, will also provide drum rolls during key budget votes. Before the vote tally for the controversial Steffens-Hawley Welfare Bill was announced Monday, Lombardo performed a dramatic, prolonged snare drum roll, which, according to 93-year-old Sen. Strom Thurmond (R-SC), "made me tingly."

Despite his lack of Congressional drumming experience, Lombardo is confident he has the stamina to keep up with the long-winded legislators. "When I was on Tina Turner's Break Every Rule World Tour, we did a show in Rio that was over three and half hours. I'm confident that if I can keep up with Tina, I can keep up with Orrin Hatch and Arlen Specter."

With his extensive experience playing live, Lombardo also brings a theatrical sensibility to Congress. When Speaker of the House Newt Gingrich recently opened session with the remark, "I know why Clinton didn't want see **DRUMMER** on page 8

Drummer Joey Lombardo brings some 'serious chops' to the U.S. Congress. Sax legend David Sanborn has already promised to sit in and jam with him during next week's critical HR-32.(S) welfare vote.

Bang the Drum Slowly

Here's where the presence of a skilled percussionist on the floor of the U.S. Congress will be valuable:

- Roll Call — Will provide tension-building drum roll when voting results are announced
- Filibusters — Will provide steady backbeat during lengthy, time-wasting speeches
- Senatorial Jokes — Will provide rim-shots to punctuate witty remarks and partisan jabs made during speeches and debates
- Closing of Congressional Session — Will play breathtaking eight-minute solo while Congress breaks, leaving members pumped up for limo ride home

Police Unimpressed with Rooftop Sniper
'It's been done,' say officials

HOUSTON, TX—A rooftop sniper armed with an automatic rifle opened fire on a crowded downtown intersection yesterday, killing four and leaving area police officers greatly unimpressed.

"To be quite honest, it's been done," Houston police chief Karl Slawson said, stifling a yawn. "Off the top of my head, I can think of at least five other cases in Texas alone where a guy snapped, got on a roof and fired into a crowd below. There's just nothing new about it."

The sniper, identified as 44-year-

others as a busy lunchtime crowd, was described by the officers as "uninspired" and "lame."

Sniper Victor Huemanga (inset) has failed to make an impression on Houston Police, who urge him to kill in a more creative manner.

see **SNIPER** on page 4

THE HOME STRETCH On the last day of campaigning, the mayoral candidates scoured the city for votes. Clockwise from top left, Fernando Ferrer, Peter F. Vallone, Alan G. Hevesi and Mark Green talked with voters in Brooklyn and Manhattan. The polls are open from 6 a.m. to 9 p.m. Page B1.

Scientists Urge Bigger Supply Of Stem Cells
Report Backs Cloning to Create New Lines

By SHERYL GAY STOLBERG

KEY LEADERS TALK OF POSSIBLE DEALS TO REVIVE ECONOMY
BUSH IS UNDER PRESSURE
Lott Open to More Tax Cuts — Democrats See Temporary Dip Into Social Security

By ALISON MITCHELL and RICHARD W. STEVENSON

Nuclear Booty: More Smugglers Use Asia Route

By DOUGLAS FRANTZ

As Campaign Din Hits Peak, City Voters Have Heard It All

By JIM DWYER

Mideast Still Roiling Despite Plans to Talk

School Dress Codes vs. a Sea of Bare Flesh

By KATE ZERNIKE

MILLBURN, N.J., Sept. 7 — In the tumult of bare skin that is the hallway of Millburn High School, Michele Pitts is the Enforcer.

In a Nation of Early Risers, Morning TV Is a Hot Market

By BILL CARTER

Traced on Internet, Teacher Is Charged In '71 Jet Hijacking

By C.J. CHIVERS

INSIDE

Mrs. Dole to Run for Senate

Morgan Stanley Bias Suit

Chicago Reviews Old Laws

Afghan Rebel's Fate Unclear

Kat's work

📁 serious

📁 satire

Kyra's and Tanisha's work


```
public void Move(float move, bool jump)
{
    //only control the player if grounded or airControl is turned on
    if (m_Grounded && m_AirControl)
    {
        // Move the character by finding the target velocity
        Vector3 targetVelocity = new Vector2(move * 10f, m_Rigidbody2D.velocity.y);
        // And then smoothing it out and applying it to the character
        m_Rigidbody2D.velocity = Vector3.SmoothDamp(m_Rigidbody2D.velocity, targetVelocity, ref m_Velocity,

        // If the input is moving the player right and the player is facing left...
        if (move > 0 && !m_FacingRight)
        {
            // ... flip the player.
            Flip();
        }
        // Otherwise if the input is moving the player left and the player is facing right...
        else if (move < 0 && m_FacingRight)
        {
            // ... flip the player.
            Flip();
        }
    }
    // If the player should jump...
    if (m_Grounded && jump)
    {
        // Add a vertical force to the player.
        m_Grounded = false;
        m_Rigidbody2D.AddForce(new Vector2(0f, m_JumpForce));
    }
}
```
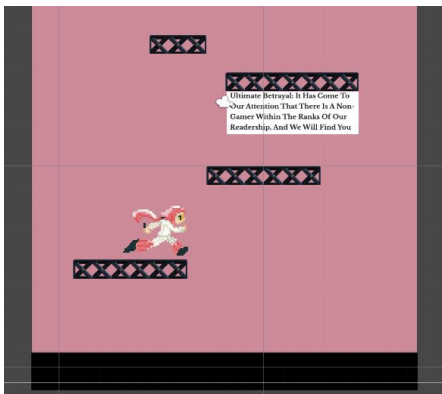
```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class cameraController : MonoBehaviour
{
    public Transform targetTransform;
    Vector3 tempVec3 = new Vector3();

    public void Update()
    {
        tempVec3.y = targetTransform.position.y;
        tempVec3.x = this.transform.position.x;
        tempVec3.z = this.transform.position.z;
        this.transform.position = tempVec3;
    }
}
```

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.SceneManagement;

public class PlayerMovement : MonoBehaviour
{
    public CharacterController2D controller;
    public float runSpeed = 40;

    float horizontalMove = 0;
    bool jump = false;
    public bool crouch = false;
    Animator m_animator;
    private void Start()
    {
        m_animator = gameObject.GetComponent<Animator>();
    }

    // Update is called once per frame
    void Update()
    {
        horizontalMove = Input.GetAxisRaw("Horizontal") * runSpeed;

        if (Input.GetKeyDown(KeyCode.UpArrow))
        {
            jump = true;
            // m_animator.Play("Jumping");
            m_animator.SetBool("isJumping", true);
            m_animator.SetBool("isRunning", false);
        }
        else if (Input.GetKeyDown(KeyCode.RightArrow) || Input.GetKeyDown(KeyCode.LeftArrow))
        {
            //m_animator.Play("Running");
            m_animator.SetBool("isRunning", true);
        }
        else
        {
            m_animator.SetBool("isJumping", false);
            m_animator.SetBool("isRunning", false);
        }
    }
}
```
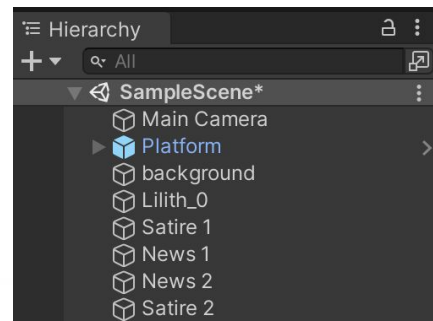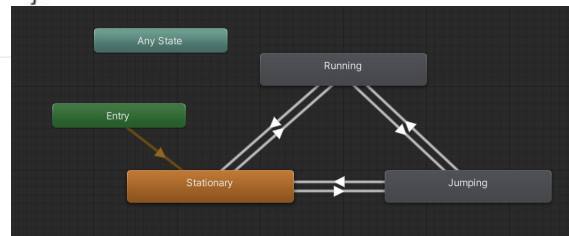
Programming Setbacks

what caused a less satisfactory product

1 **Unity Collaborate** Set-up and syncing

2 **Jump Mechanic** The "grounded" concept

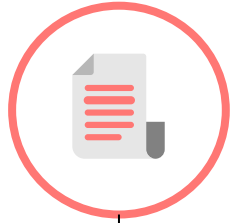**3** **School Work** College & other projects (not a programming one, but...)

4 **Animation** Was working well with other project, but not this one (fixed)

Deep Dive Into Mechanic: Jumping

Challenges, Collaboration, and Changes

Basic Movement

We were able to reuse some code from previous game jams — WASD/arrow movement.
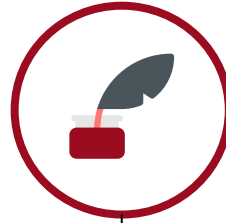
1

Satisfactory Jumping?

We wanted to make our jump code smoother (not floaty/heavy).

2

Back to the Drawing Board...

We started to play around with our jump code to make it smoother.

3
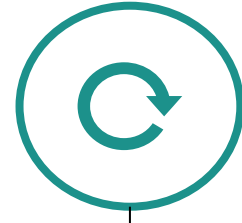
Revisions + Testing

Tried out various different jump force / gravity values before settling finally.

4

Levelling Up — Kyra

3.5

Unity Programming

Tweaking the jumping mechanism + clicks.

Debugging painful errors with others ~

1-2

Project Management

Mistakes were made, and lessons learned :)

Smoothest collaboration out of all 4 jams.

Levelling Up — Tanisha
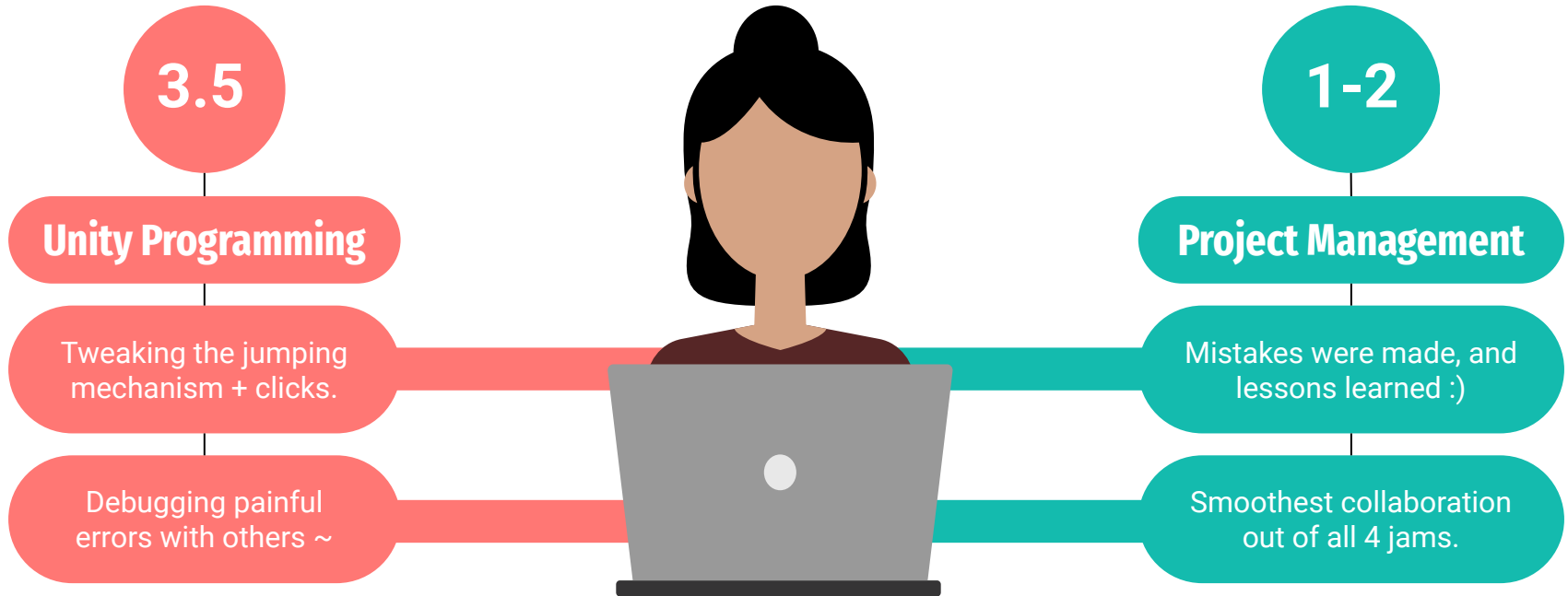
Levelling up - Kat

1-2

Programming??

Learned a lot from watching over shoulders

Helped with troubleshooting and noticing details

2-3

Media/language

Finding real news articles that had an absurdist appearance

Finding the most believable satire

Levelling up - Issie

4.5

Art

More complex pixel art

More detailed

3

Animations

Demonstration of movement

Shading

Sources

- https://chrome.google.com/webstore/detail/doodle-jump/fgnbplaclhmficpjagkncijoeclgflab?hl=en

- https://www.nytimes.com/

- https://www.theonion.com/

- https://slidesgo.com/

Thank You!

Questions?