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04/10/24

Ammending walking mechanic

* Ammend running from toggle on button to range on joystick
  + Have triggering of running speed tied to joystick mechanics
  + Consider range from joystick initial position to a polar co-ordinate such that the joystick is pushed as far away from origin as possible
    - left end of range would represent player being idle (joystick @ point of origin)
      * values getting closer to left range represents walking speeds that approach zero
    - right end of range represents player moving @ highest running speed
      * final running speed calculated @ runtime
      * values aproaching right end of range represents walking speeds approaching eventually max running speeds
  + Possible bugs to consider with this approach
    - change in acceleration can be jerky , no pun intended
      * if we use data structure such as floating points rounding error from implemntation of floats could translate to jerky transitions between running and walking
  + One short coming of this approach is that it negates the reasoning for stamina bar, if running state can be so easily implemented to player it’ll make management of stamina harder.
  + One advantage is that with the implenentation of 8 directional movement in the future this could compliment traversing in the game better
* Best conclusions
  + Take logic from “Ammend running from toggle to range on joystick”
    - modify it so that we have a range of walking speed the player can traverse with the joystick
    - keep running speeds tied to toggle via button holding