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CITA 113

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Week 10 Lab: Platformer Part 2

GX Games Link: <https://gx.games/games/o5yyek/valle-windy-woods-platformer/tracks/5fe3d0db-6043-4027-83e4-232d31d350f7/>

1. Part 1: Followed entire video tutorial for painting tiles in order to create a new level. This was covered in my previous lab report
2. Game Improvements:
 - a. Added a double jump that allows the player to reach platforms that are twice as high. I did this by adding a variable that checks the number of times the player has jumped, and if it's less than 2 it allows them to jump again. When the set number is reached, the jumping logic is passed over. When the player is standing on any solid object, it resets the jump variable back to 0, allowing them to jump again.
3. New Level Creation and Customization
 - a. Rooms 2 and 3 are custom built levels. Room 2 is very simple and was built prior to adding double-jump functionality.
 - b. Both levels have included water hazards, which reduce the player's HP by one when hit, and returns them to the last known place they were on solid ground.
 - c. The third room also uses some timed platforms, which activate and deactivate every few seconds.
 - d. I tried adding moving platforms, but because the move and collide doesn't check for the motion of whatever you're colliding with, when you touch a moving platform you properly collide, but don't move along with it.

Note: When playing the game through GX Game link, the audio isn't quite right. Not sure why...