

CITA-113 Platformer Part 2:

What has been added/changed since the last assignment:

The first thing that has changed is that there is a new level in the game, the level itself takes place in a cave with several enemies and coin blocks to hit. I wanted to expand to a third level, but since I took too long to fine tweak the second level, I wasn't able to even think of an idea for a third level. Another thing that was added was a double jump feature, it could be used to help players make jumps and defeat enemies more easily.

Difficulties encountered during while making the game:

The first issue I had was getting the double jump to work, the player would only be limited to two jumps and not jump again. The next issue was that I tried adding a powerup to the game, but it never worked properly, the powerup when touched would always just do nothing. I messed around with the code a bit and found out that I was missing something, but because of the code changing it messed up something else, and it would crash the game whenever the player touched the powerup. Another issue was that for some reason the player will not move unless you push the space button when the game starts, I tried looking through the code to find the problem, but I was never able to find and fix the code related to the issue. The last main issue was that I wanted to be creative by changing some of the assets, but I ended up on the idea that it was just too time consuming to try and repaint everything.