

In Lab 02 of snow surfer we added plenty of new mechanics and smoothed out some rough edges. My favorite and the most challenging addition in this lab was calculating the angle of the players rotation to add a flip. Since this was something I have never done before I really enjoyed learning how to do it. I never created a game where this feature was needed, however I have always wondered how it worked, and turns out it was much more simple than I expected.

Some Improvements I made along the way were mostly visual, however the most important improvement was the speed. As a snowboarder myself I understand that sometimes you want to go slow, and other times you want to go extremely fast. So, with this in mind I increased the boost speed from twenty to forty. Now when you play the game, the player can control how fast they want to go instead of having a small increase of only five. Some of the other newly implemented attributes include particle effects; which I love! Particle effects are a sure way to turn any game from a visual nightmare to a beautiful scenery. Without them, the game felt dull and had no impact, but now with the particle effects you can truly start to feel the speed at which the player is going!

Overall I say this was a very fun lab, and it was interesting learning the mechanics behind calculating the rotation of the player.

Github: <https://github.com/LukeMcRae2006/SnowSurfer>

