Group 6
End of Term Status

Alex Nguyen, Job Gomez, Rose Phannavong, Tina Tafoya
Timeline Status

In the beginning,

- Decided on Fast Food Restaurant game
- Burgers is the theme
- Using GitHub, Sleipnir, and Pixilart
- Updating game’s website as we progress
- Continuing building functionalities on the game
Timeline Status

Now,

- Assembling the parts together
- Testing things out
- Fixing anything
- Continue building the game
Alpha Testing

- Collision Detection
- Player Controls
- Map Collision Detection
- Scoring Point setup
- AI function movement
- AI function-(currently in progress)
- Pixel Art in Development
Current Design

- **Background**
  - Customer Area
    - Menu
    - Cash Registers
  - Work Area
    - Counter
    - Drink Machine
Current Design

- **Menu Items**
  - Burger
  - Fries
  - Drink

- **Character**
  - Front
  - Side
Keyboard Controls

- Character movement
  - Arrow keys
- Interaction
  - Enter key

```javascript
this newPos = function() {
  this.x += this.speedX;
  this.y += this.speedY;
}
```

```javascript
if (gameArea.keys && gameArea.keys[37]) {player.speedX = -6; }
if (gameArea.keys && gameArea.keys[39]) {player.speedX = 6; }
if (gameArea.keys && gameArea.keys[38]) {player.speedY = -6; }
if (gameArea.keys && gameArea.keys[40]) {player.speedY = 6; }
```
Collision

- Character’s position is subtracted by its speed and stored as its new position.
- Instead of collision between objects, it’s by area.
  - Previously the function took a parameter. (i.e. the objects within the area)

```javascript
//snow machine
if( (this.y - (this.height/2) <= 95 ) &&
    (this.x + (this.width/2) >= 230) &&
    (this.x - (this.width/2) <= 320) ) {
    this.x -= (this.speedX);
    this.y -= (this.speedY);
}
```
Interaction

- Originally, Interaction was between two objects
  - Used two ternary operators
- Now, it is between the character and a specified area.
  - Two similar functions that has if-else statements instead.
  - Key interaction is buggy
Things needed in

- Finish Alpha Testing

Continue working over Winter break! :)

https://www.cs.csub.edu/~game/4910-/Burger/burgergame.html