Burgers

Alex Nguyen, Job Gomez, Rose Phannavong, Tina Tafoya

Quick Recap

Burger -> 2D game
Website -> Small detail about group
Game -> Menu added
        -> Created an example game

Current Progress

Continuing working on game functionalities

Making it look better, adding sprites and background

Fixing the Website for all browser

Game Trailer

Problems

- Point and click controls did not work well
  - Could not get the object to properly go in a path
  - Collision detection was not functioning correctly
- Collision detection
  - Using boolean values
    - Only stopped the game
  - Changing colors to detect collision
  - Change color of the object when a key is pressed.
- Tried to change an event of a character near an object.

Solution

- Changed from point and click control to keyboard controls
    - Agreed upon to change controls. Caused less problems to the overall code
- Achieved collision
    - By fixing the point of the object
    - Used its speed to calculate object's position when collision occurs.
- Able to change the event in the environment, but still need to optimize it

```
this.collision = function(tar) {
    if((this.x + (this.width/2) >= tar.x - (tar.width/2)) &&
    (this.x - (this.width/2) <= tar.x + (tar.width/2)) &&
    (this.y + (this.height/2) >= tar.y - (tar.height/2)) &&
    (this.y - (this.height/2) <= tar.y + (tar.height/2))) {
        this.x -= this.speedX;
        this.y -= this.speedY;
    }
    else if(this.x + (this.width/2) >= boundx-(this.width/2) ||
        (this.x - (this.width/2) <= -(this.width/2)) ||
        (this.y + (this.height/2) >= boundy-(this.height/2)) ||
        (this.y - (this.width/2) <= -(this.height/2)) ) {
        this.x -= this.speedX;
        this.y -= this.speedY;
    }
}
```
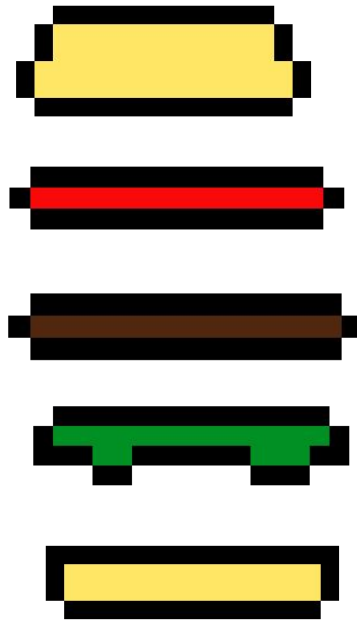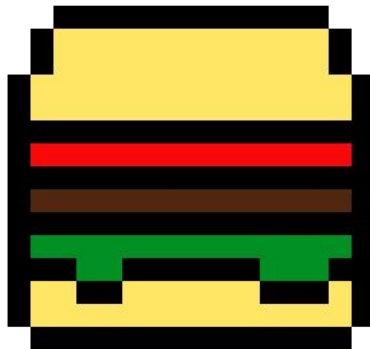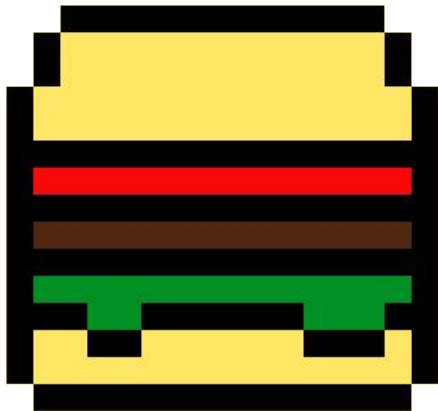
Pixel Art

- Custom art
- Creating pixel for game
  - Character
  - Background
  - Burgers
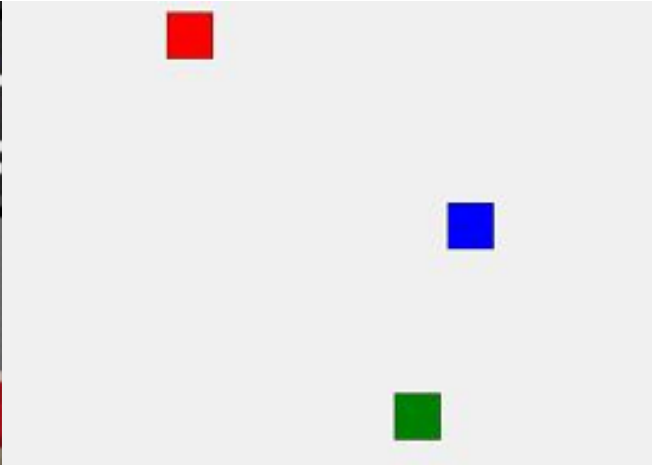- https://www.piskelapp.com/
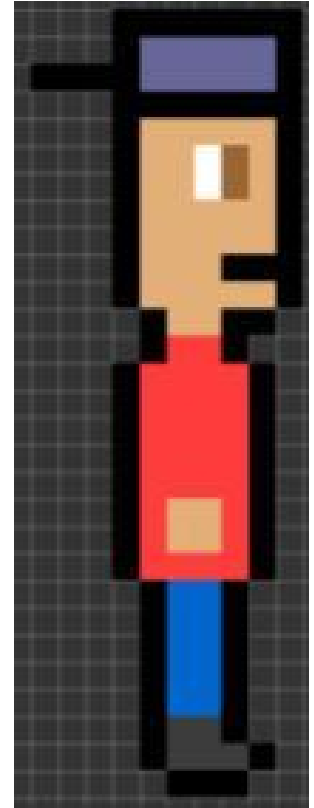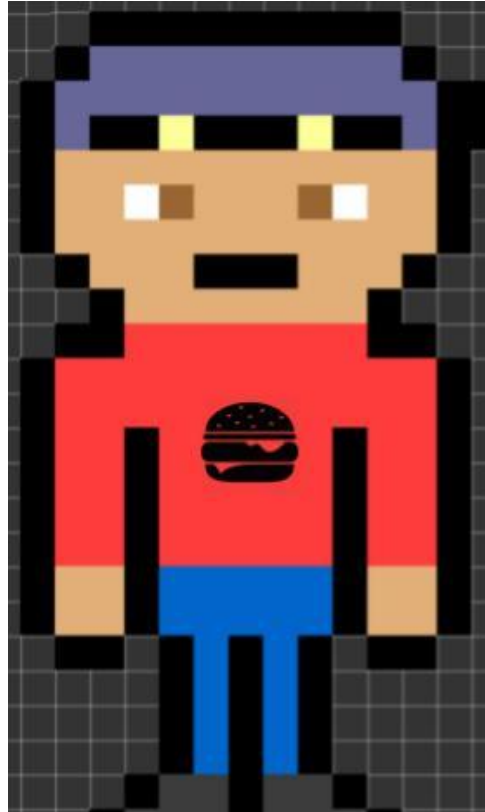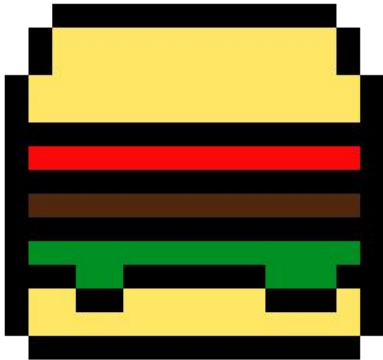
Pixel Art

- Stacking the burger

Currently in Development

GROUP **6** PRESENTS

To Do

-Refine the website

-Add a Web-page for 'How To Play'

-Get functionality working in the game: scoring, pause menu, ai of customers

-Optimize Collision detection and add to objects and characters

-Game trailer - revise

Future Goals/Progress

Finish the game as expected, refine it
Make the website more professional
Upgrade Game Trailer
Upgrade Webgame into Mobile Game
Finish Senior Project and Present well

FUTURE LOADING...