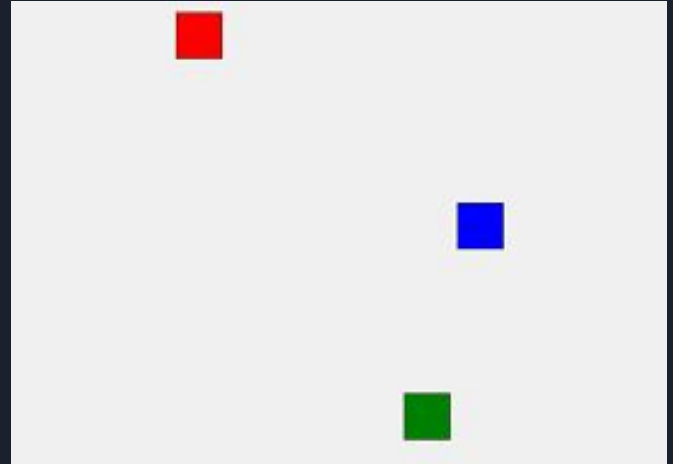# Group 6
End of Term Status

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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
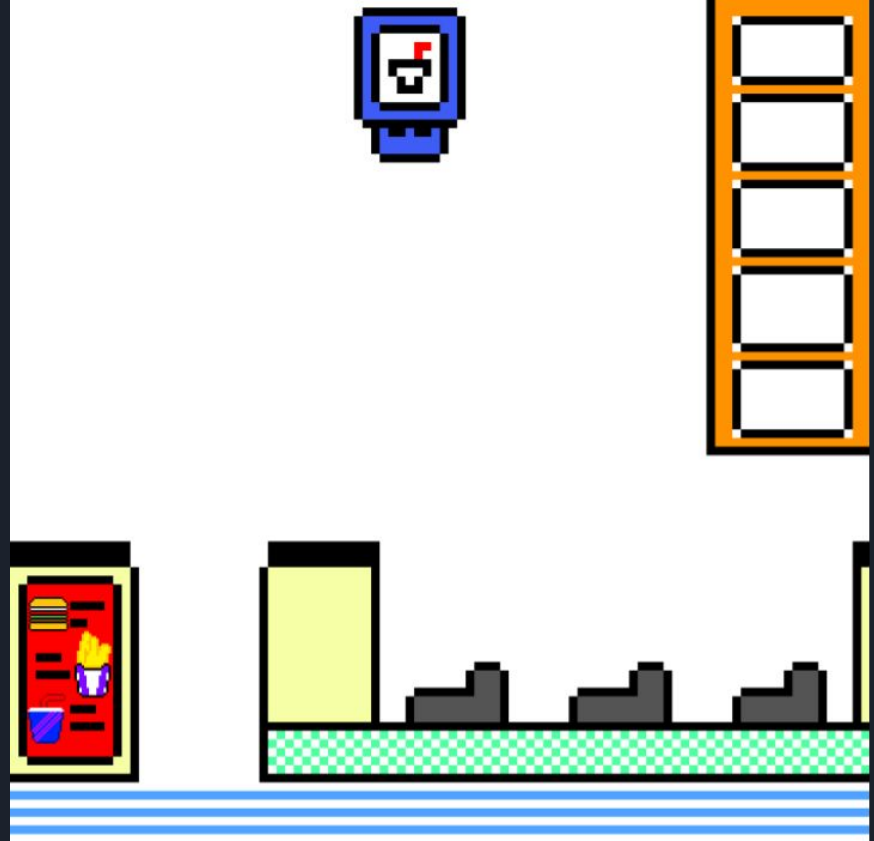- Continue building the game

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

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

```
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)

```
//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

```
if (obs.inrange(counter) == true)
    obs.color = (obs.color == obs.color) ? "orange" : "blue";
if (obs.inrange(table) == true)
    obs.color = (obs.color == obs.color) ? "red" : "pink";
```

- 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

```
this.inrange1 = function() {
    if((this.y - (this.height/2) <= 297 ) &&
            (this.x + (this.width/2) >= 480 )  &&
            (this.y + (this.height/2) >= 280 )) {
        if (gameArea.key && gameArea.key[13])
            this.image.src = "burger.png";
            //return true;
        else
            //return false;
            this.image.src = "../images/gary.png";
    }
}
```

Things needed in

- Finish Alpha Testing

Continue working over Winter break! :)

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