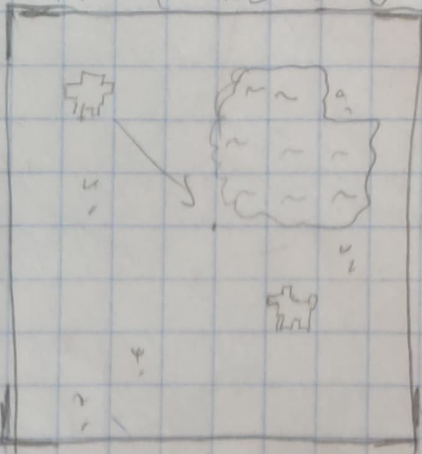


# LABYRINT

# PET THE DOG

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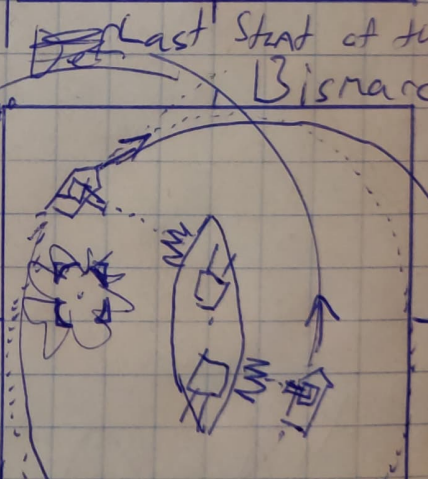
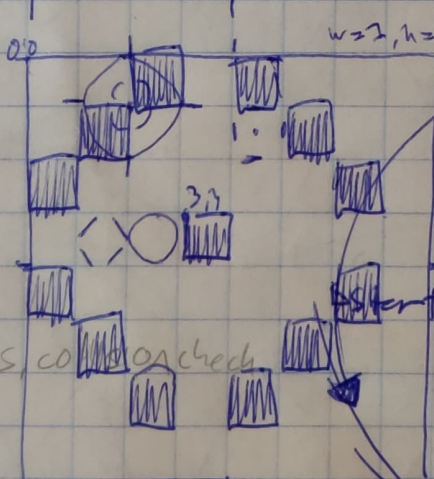
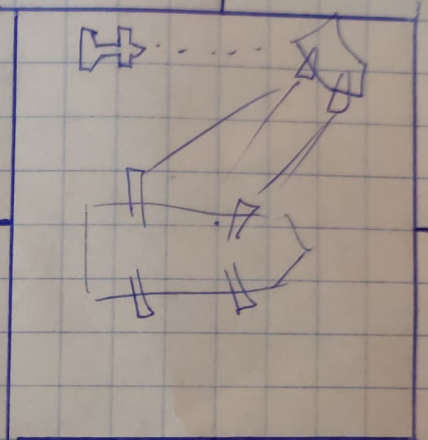
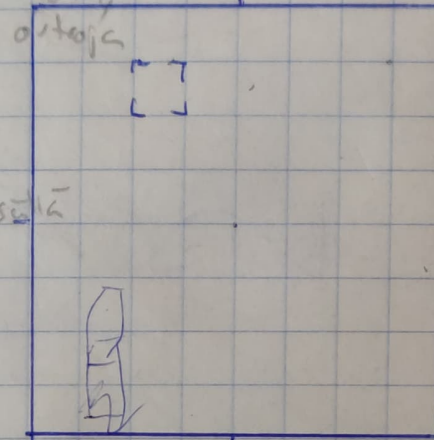


- autoilee
- heksii
- seikkilee → ollaan rohkeita, tehdään outoja
- Veera
- ihmisia
- tehre outoja juttuja
- vähän ulkoa, vähän sisällä
- eronin ulkona

- kolme hakua max 16x täyskellu

## Character

- x
- y
- v\_max
- v\_current
- dv+
- dv-
- update() ← controls collision check
- move()
- draw()



## PlrChr

## NonPlrChr

- Logic: Draw circle
- Asset: small ship
- Asset: Bismarck
- Asset: explosion
- Asset: sight reticle
- Logic: move reticle

- Logic: shoot, 1 bullet at a time
- Logic: small ship shoot
- Logic: Hit/collision detect
- Logic: small ship die, 1 shot will
- Logic: Bismarck health
- Start - End

- sound: shoot
- sound: explosion
- sound: miss
- Asset: explosion
- Logic: move small ship
- Asset: bullet?

## Systems

- S: control\_sight (controllable, sprite, pos, ~~target\_pos~~)
- S: draw\_bismarck (pos)
- S: draw\_destroyer (pos, route, sprite)
- S: draw\_explosion (pos, sprite)
- S: draw\_bullet (pos, sprite)
- S: move\_destroyer (pos, route, target\_pos)
- S: move\_bullet (pos, <sup>dest</sup>target\_pos)
- S: move\_sight (pos, target\_pos)
- S: detect\_collision
- S: draw\_health

## Entities

- E: bismarck
- E: destroyer
- E: destroyer
- E: bullet...

## Abbr.

- bm = bismarck
- dstr = destroyer
- tgt = target
- hlt = health
- exp = explosion
- spr = sprite
- ctrl = control
- move = mv
- collision = coll
- ~~pos~~ = position
-