

# Rugby Roundup

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# Character Selection

-Changing texture when changing character

- Child and Hero use different palettes
- Needed to remove/add to scene each time
- Used palette and preloaded textures



## RUGBY ROUNDUP

Catch the balls and make sure the children don't get hit!

Use the arrow keys to move, spacebar to pause.

Pick a character to start:

Allegra "Legs"	Emma	Val	Nicole	Hannah "Tubes"	Shelley	Anna
(Kinda fast)	(Pretty fast)	(Very fast)	(Pretty fast)	(Fastest)	(Very fast)	(Kinda fast)

Faster players move quickly, but are harder to control precisely.

# Animation

-Animating was tricky; arrow presses acted as new “threads”

- character continually sped up when pressing keys
- Solution: use a primitive form of multithreading
- Start anim, stop anim, collision code

-Multithreading is too complex for children’s paths

- Child position (framenumber) was messing up when fallen.
- Different animation call for Hero vs child.



# Collisions

1. Handled using axis-aligned bounding boxes.
  - a. Calculates x and y size of each object, compares for collision.



## 2. 3 Cases:

child | player

- i. child route changes
- ii. child is 'bumped'

child | ball

- i. child falls: child's animation stops
- ii. ball reset
- iii. player score decreases

player | ball

- i. ball 'disappears'
- ii. player score increases

# Organization

## Children



X and Z Direction  
[ ]

Moving[ ]

TrackPad [ ]

## Balls



Balls[ ]

.ball

.shadow

# Expansions

- Update the THREE.js files (to use bufferGeometry)
- Use particles for footsteps
- Create more complex animations for pushing and falling
- Implement toon shading for a more stylized animation (or modeling) style

Questions?