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
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?