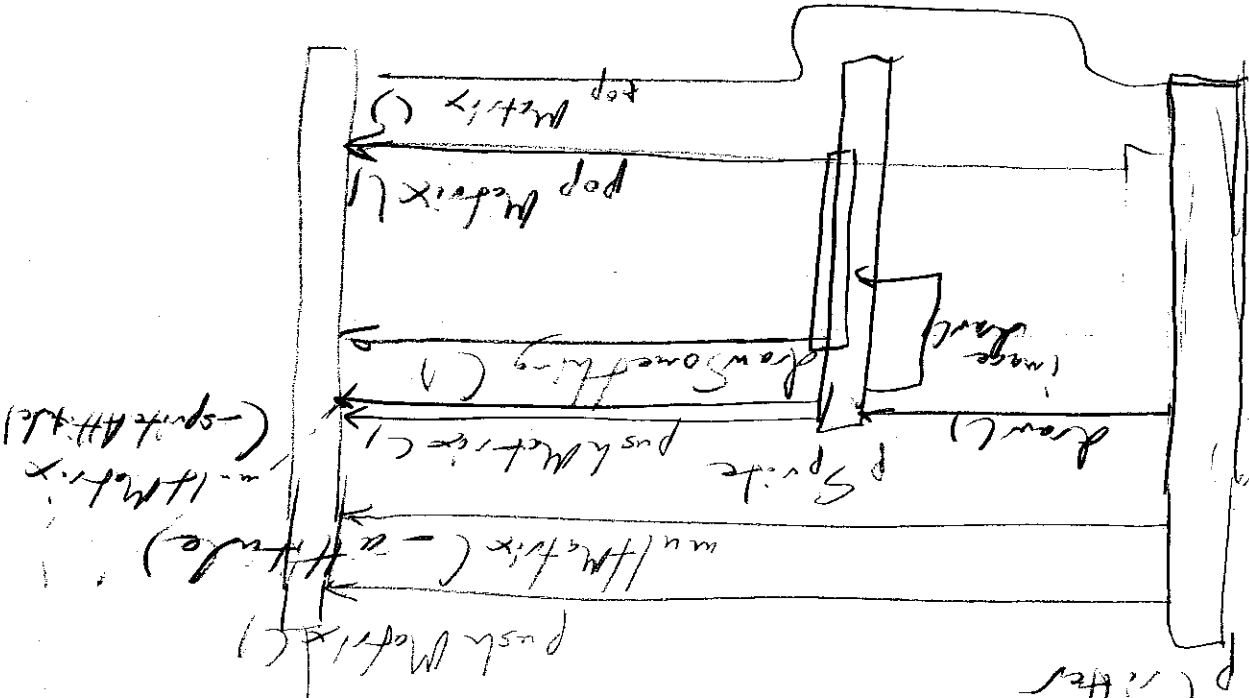
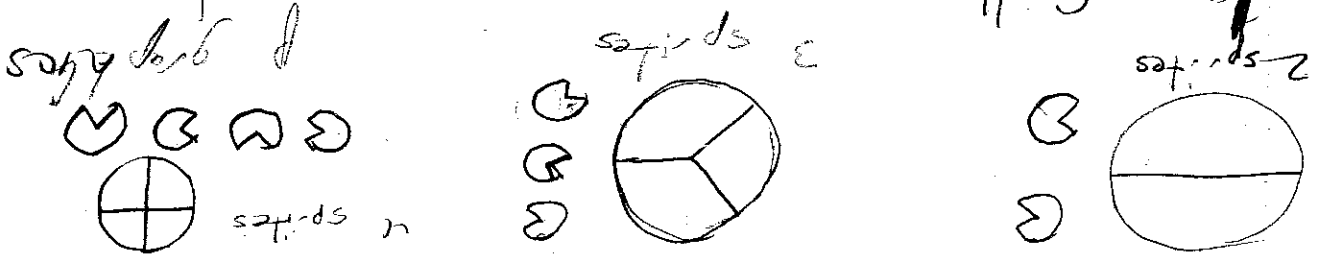


2

When setting the sprite w/ the cutter, give a pointer to a new cSprite Directional.

then all as many sprites for each possible direction that your cutter will show its orientation for, assuming the operation is evenly spaced. Use the add method to do it.



3) collisions with is called by smartAid, smartAid calls it twice, once for the cutter and once for pelletAid. smartAid is called whenever a cutter* pelletAid is created.

4) n^2 collision pairs for worse case if you don't count yourself $\frac{n(n-1)}{2}$

pacman - ghosts don't need to collide with pellets or themselves. Cutters don't need to collide with walls. Instead you just need to designate intersections and possible directions the player or ghosts can go. In this case you also don't need to create cutter walls, they can be displayed by the background picture.

#5

Elastic Collision

↳ Energy & momentum

are conserved

(bounce off)

Inelastic Collision

↳ Energy is not conserved

(objects stick together

after collision)

6

The `ClickListenerRide` class is used in 3D worlds

it maintains a fixed vector_offset, and

keeps the `-prewpntcrtrr` always at this

offset from the player's position. It adjusts

the `-prewpntcrtrr` attitude to change along

with the player's attitude.

To change the offset, press Ctrl + Arrow keys

Peter Nguyen
Albert Choi

> Describe how you did your homework.

I made the boat a rival that
constantly fired upon the player.

I added enough critters to make a
chain.
The rival's bullets would not hurt the
player.

Note: I did not use the composite class

7. I added a ForceObjectSpringRod to the boat to attach the Batkysphere to it, then I overrode `Critter.draw()` in `Cable` to draw a line from the center of the boat to the center of the Batkysphere.

8. Every CritterBullet has a pointer to its shooter, called "psooter."

In the collide method of CritterBullet, the bullet checks if it has collided with a

critter.

If it has, that critter is damaged.

If the damage the bullet causes to the

critter is lethal, then the critter returns a nonzero

reward, which the Bullet passes on to

psooter using psooter's addScore method.

Practice Midterm Day

Ramon Kelly
DON TEAM
Namcook 1st

10. The constructor of `GameDefender3DProp` creates props in a random position in the far 20% of Z value, the back of the world, and

add the gravity force with the direction of the geometrical pull, z axis towards the front.
add force (new force gravity (30.0, cVector::ZAxis))

int
2285
`cHitlerAsteroid::damage (int hitStrength)`

if (-health)

```

setRadius (radius() / sqrt(0.05));
make (cHitler::MF_NUDGE);
if (powerB::ta() > count (RUNTIME_CLASS (cHitlerAsteroid)) <
    cHitlerAsteroid::overPopulationCount)
    repluater();
    
```

5

5

9.

8.