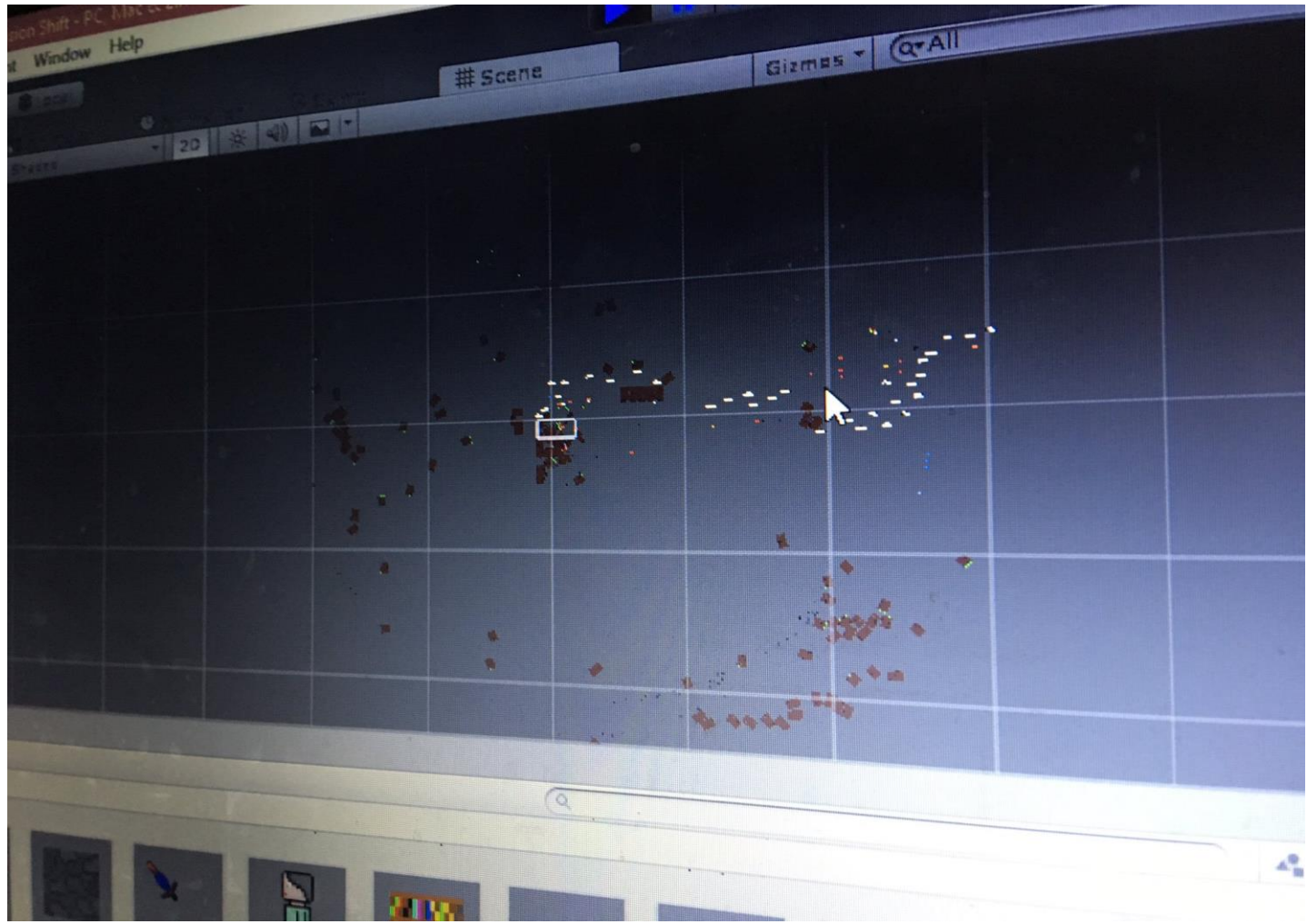


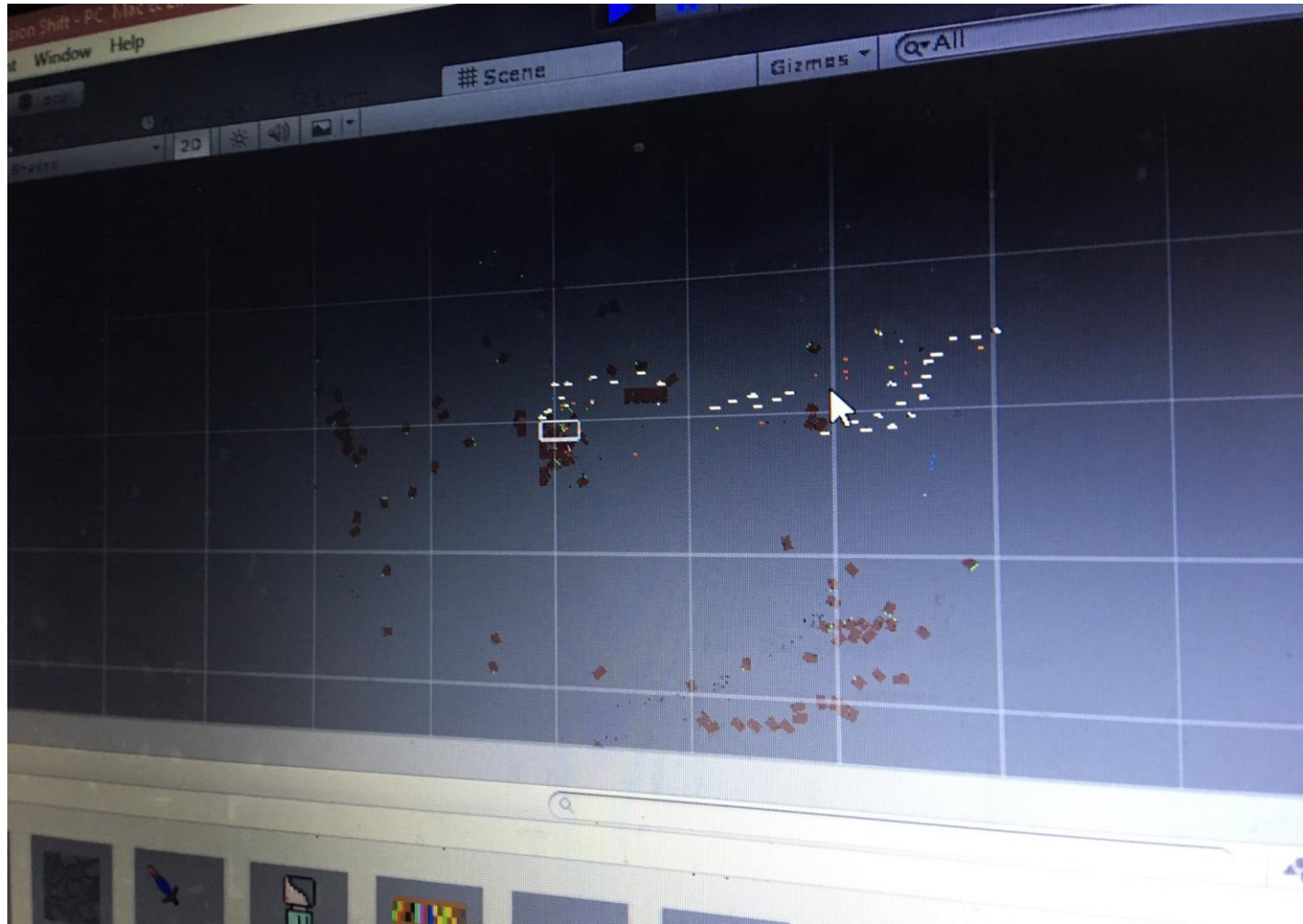
Ray Casting and Rabbits

Callum Mulligan

@CalMaths

Whoops!

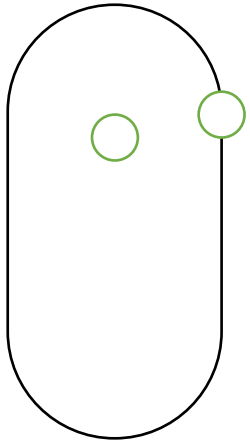


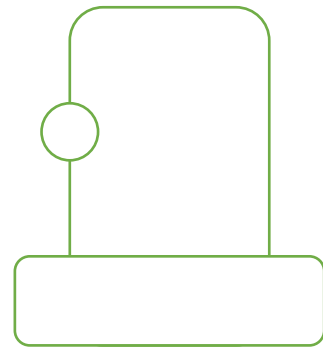
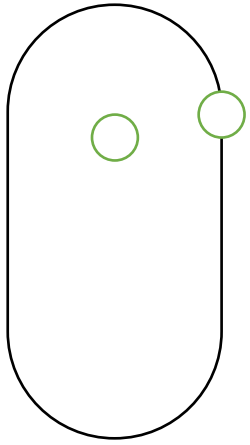


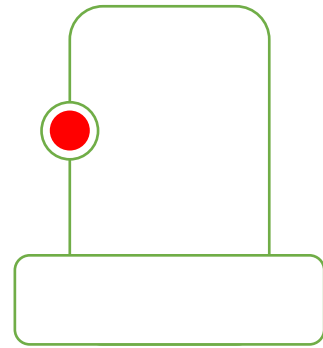
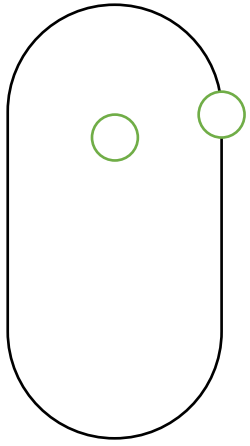
Student: 'what will happen if I add a spring joint to everything' Me:'Try it!' Result: Chaos

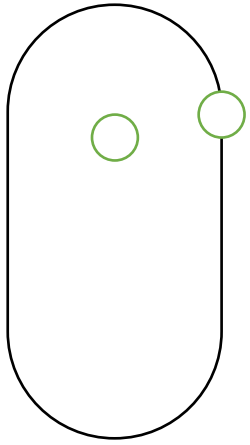
21st September 2017

Raycasting

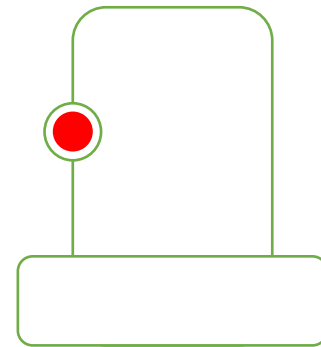




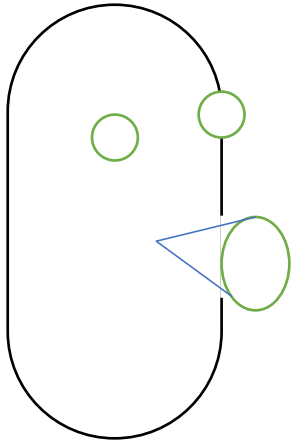




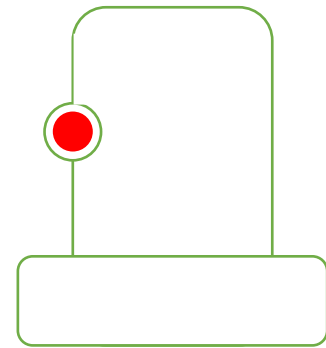
Paul



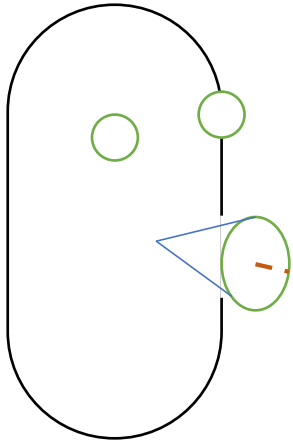
Hatty



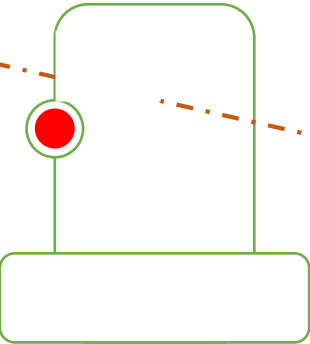
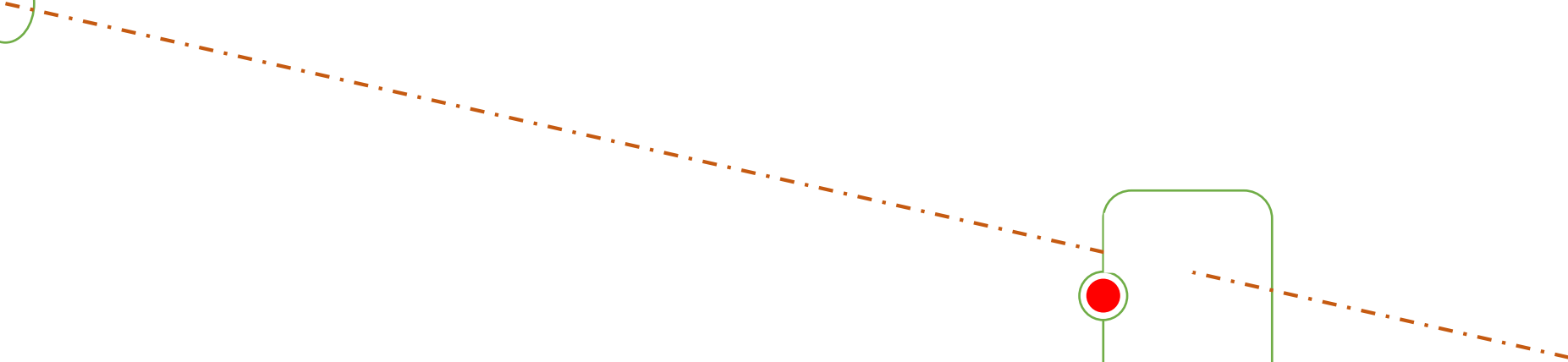
Paul



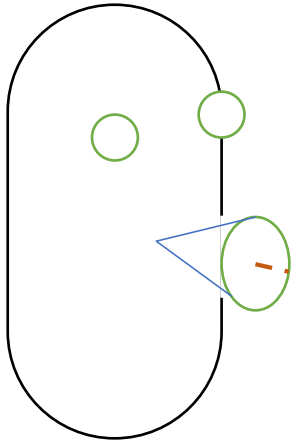
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Paul

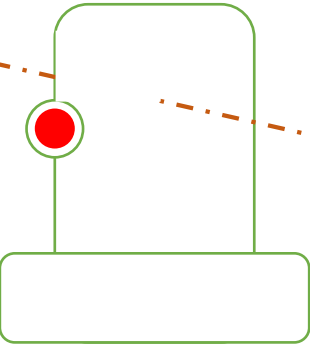
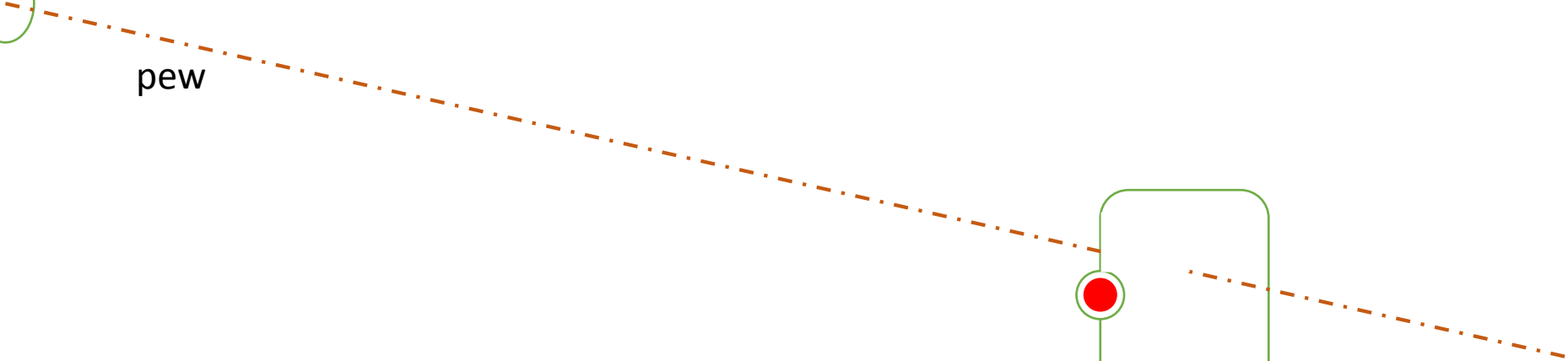


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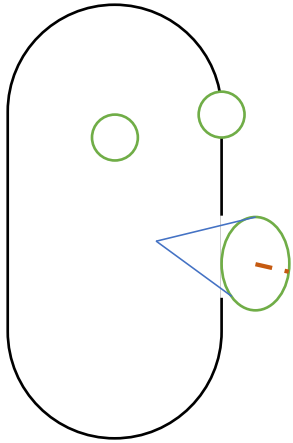


Paul

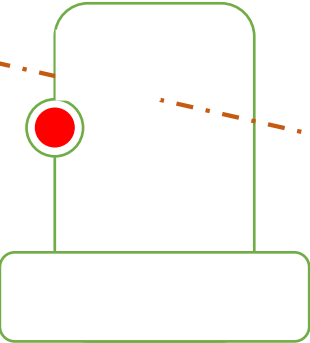
pew



Hatty



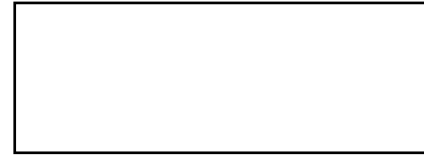
Paul

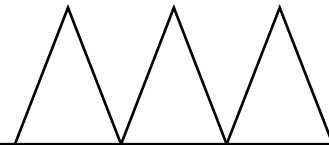
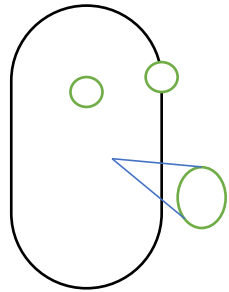


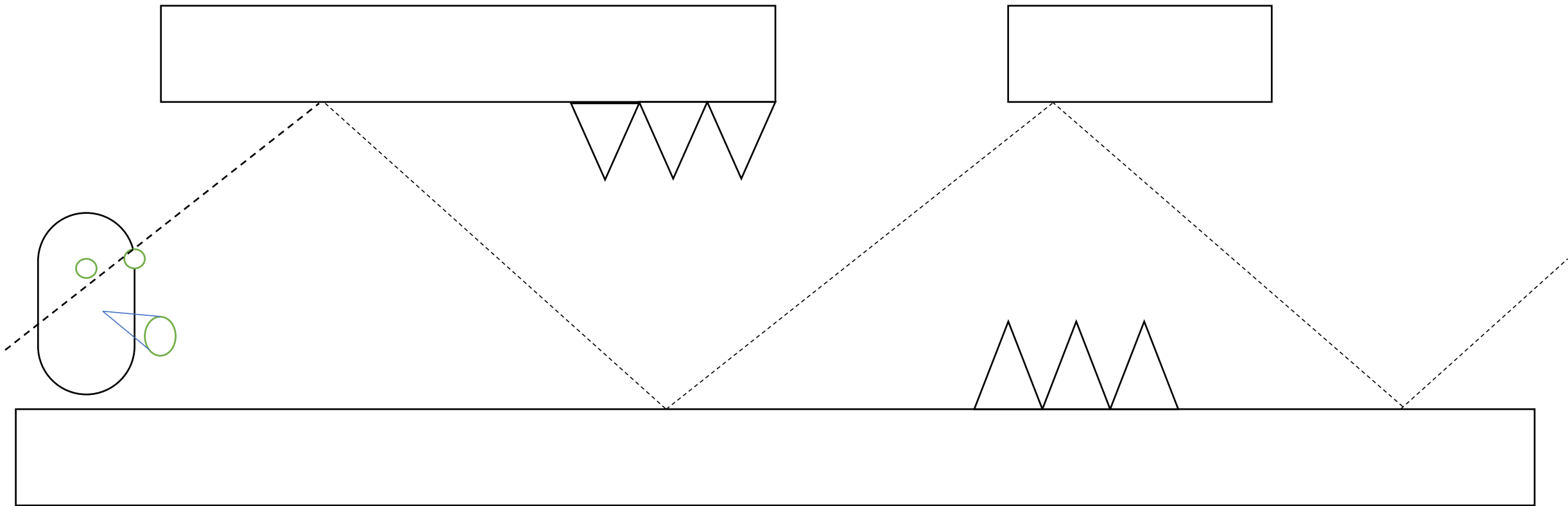
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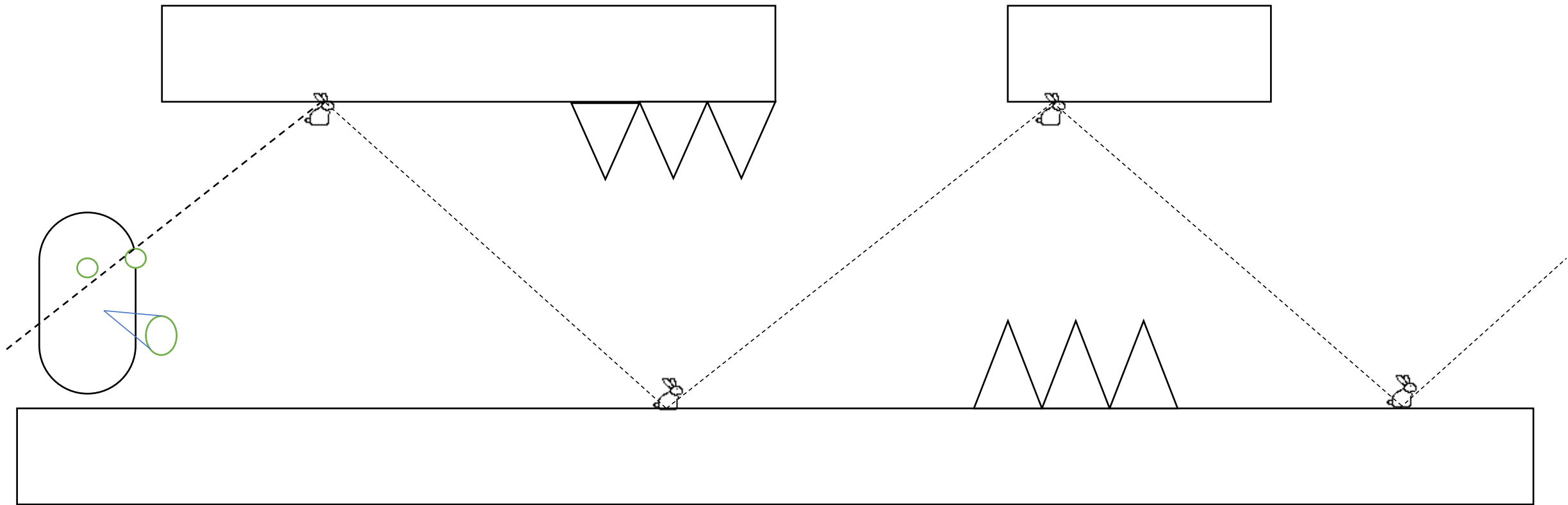
We Win

Raycasting & Rabbits

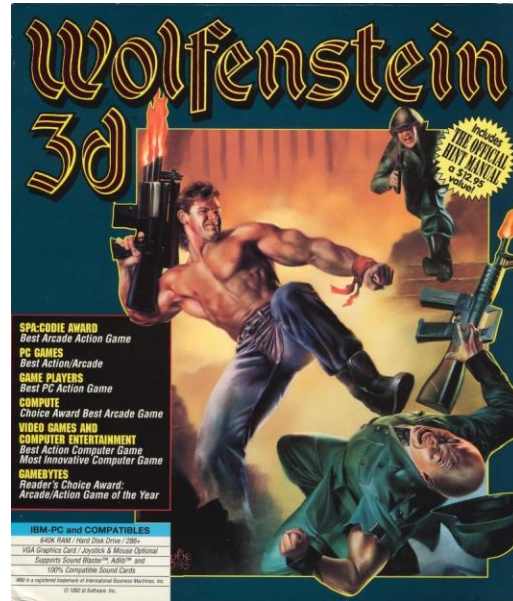








Wolfenstein 3D



Wolfenstein 3D

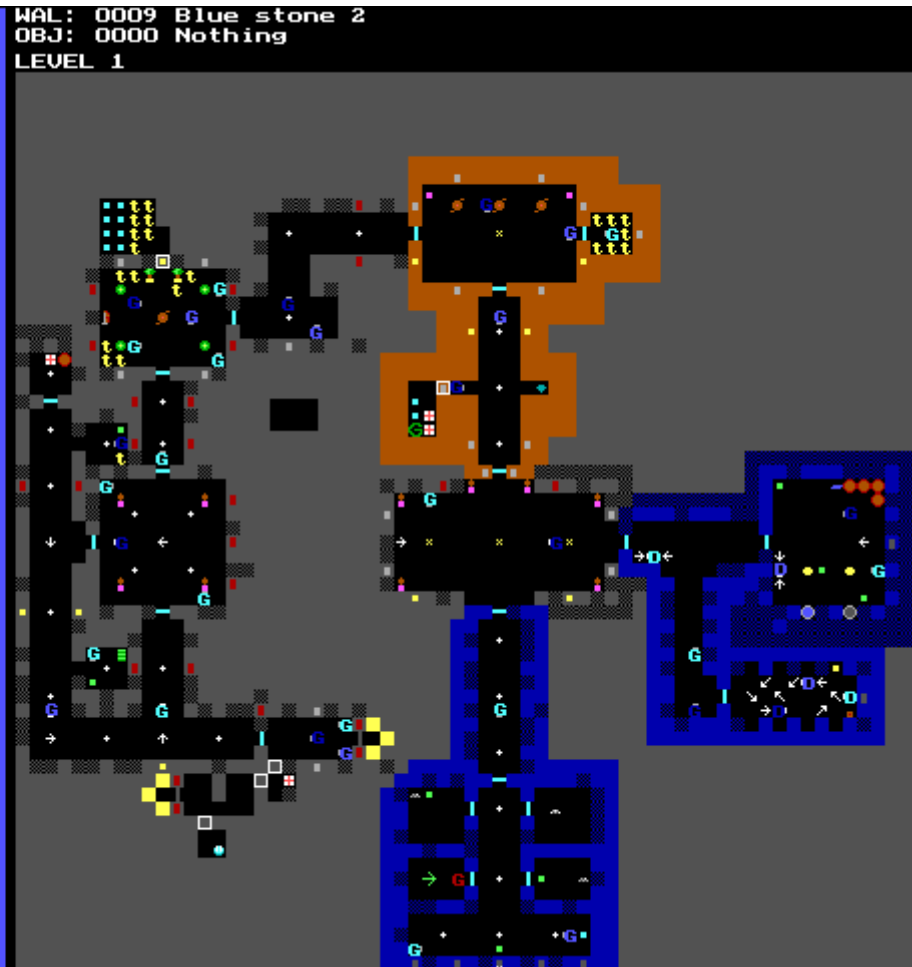


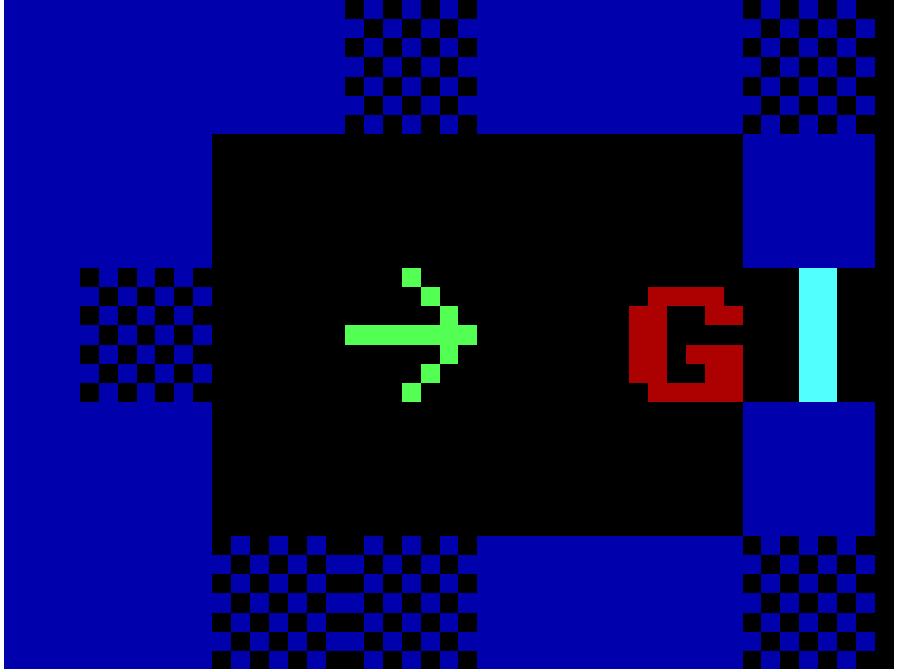
manolizer/fumbly

FLOOR	SCORE	ITEM	H.P	SHOT
1-1	500	0	47%	18

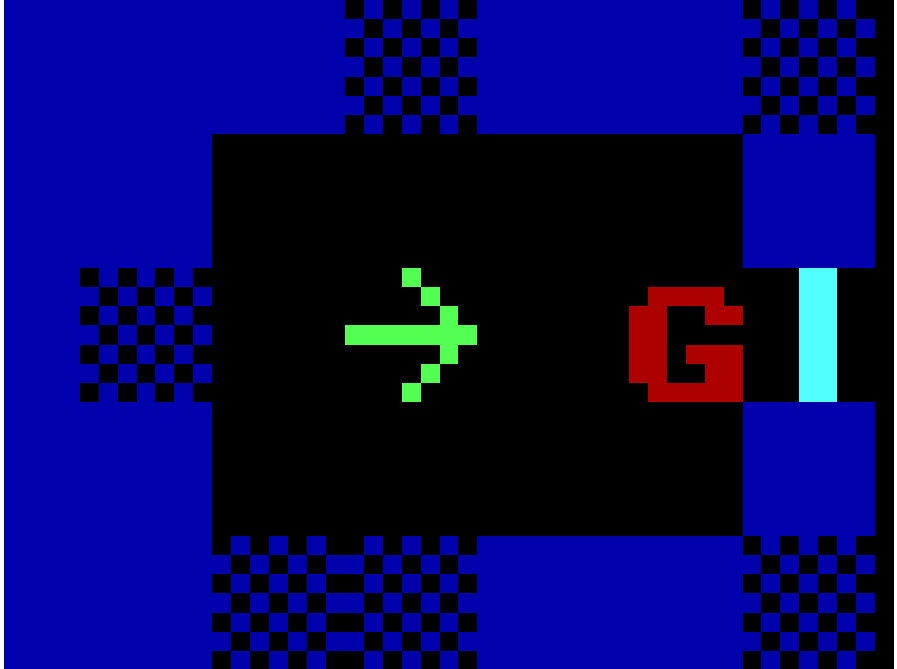
Current tile:
 ■-Grey stone 1

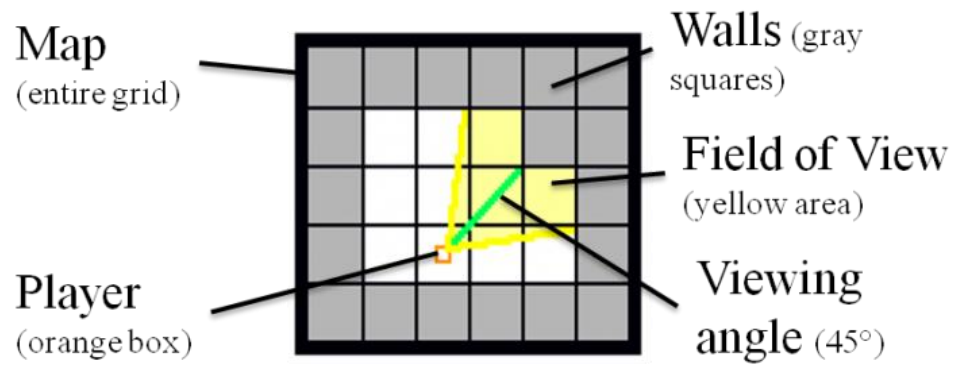
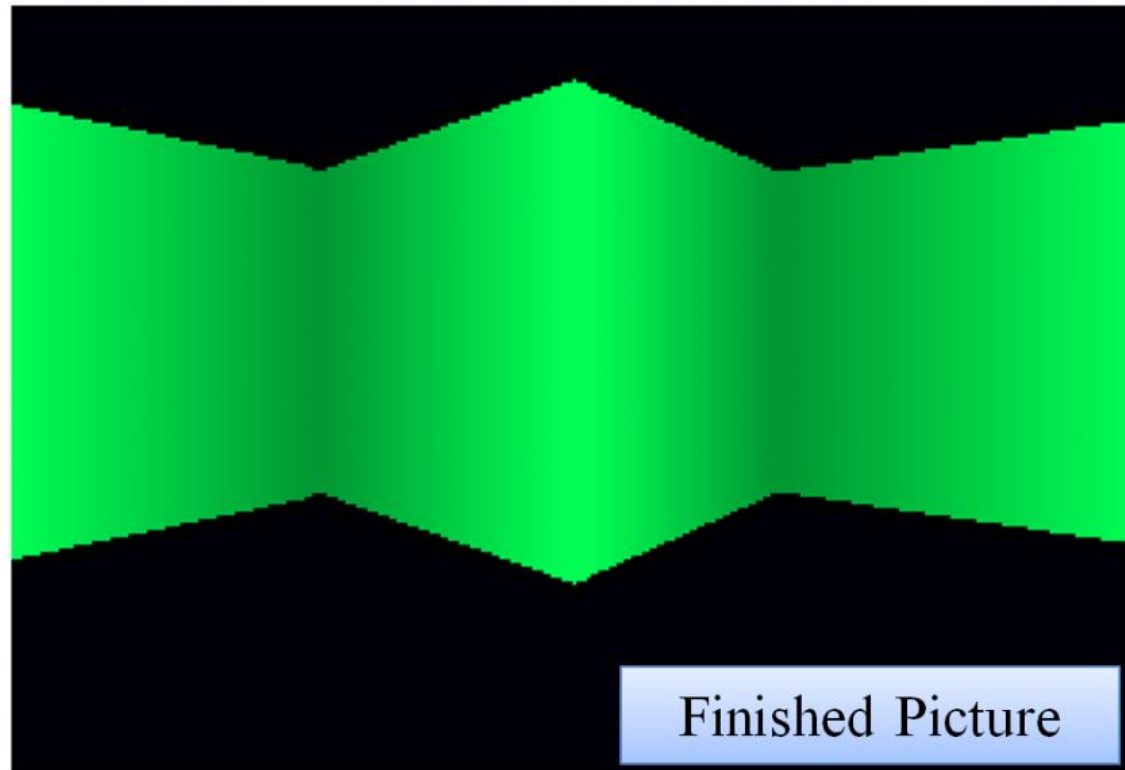
WALLS	OBJS	UP	DOWN
■-Nothing			
■-Grey stone 1			
■-Grey stone 2			
■-Grey w/banner			
■-Grey w/hitler			
■-Cell			
■-Grey w/eagle			
■-Cell w/skeleton			
■-Blue stone 1			
■-Blue stone 2			
■-Wood w/eagle			
■-Wood w/hitler			
■-Wood panelling			
■-Entrance to level			
■-Steel w/signs			
■-Steel plate			
■-Landscape			
■-Red brick			
■-Red w/wreath			
■-Purple wall			
■-Red w/shield			
■-Elevator <>			
■-Elevator 2 ^v			
■-Wood w/symbol			
■-stone w/yellow stf			
■-Purple w/blood			
■-stone w/yellow2			
■-Grey stone 3			
■-Grey stone w/signs			
■-Tan design			
■-Tan W blood			
■-Tan W blood 2			
■-Tan W blood 3			
■-Wblock/Hitler			
■-Blueblock/Face			
■-White block			
■-Bblock W symbol			
■-Wblock W Bit			
■-R/W/Y/bricks			
■-Wbrick W crack			
■-Blue Block			
■-Blue stone/sign			
■-Tan pannel			



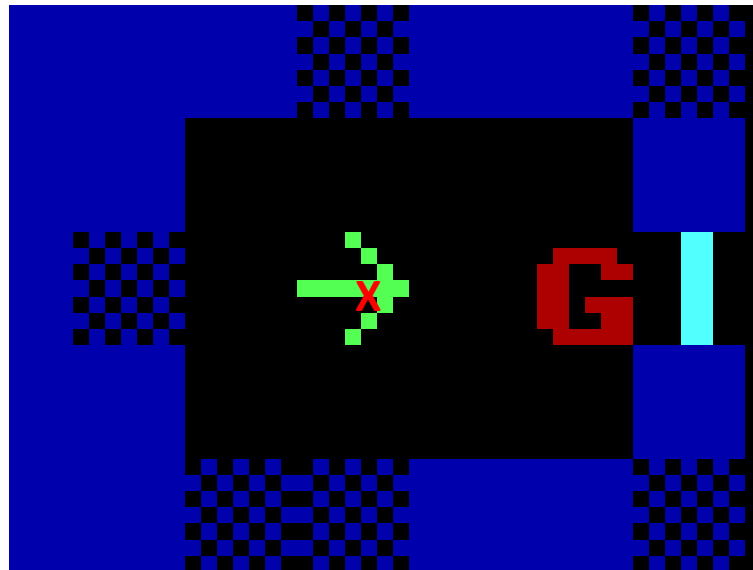








<https://en.scratch-wiki.info/wiki/Raycaster>



Player:

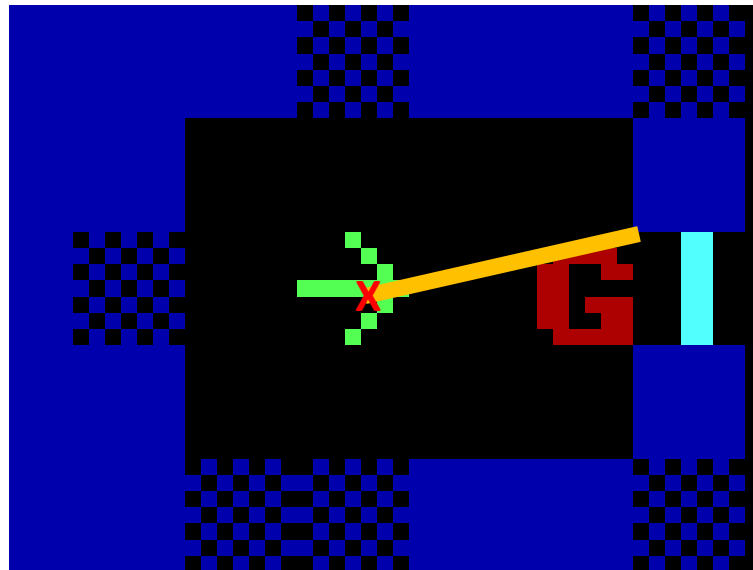
-Coordinates



1	1	1	1	1	1
1	0	0	0	0	1
1	0	0	0	0	1
1	0	0	0	0	1
1	1	1	1	1	1

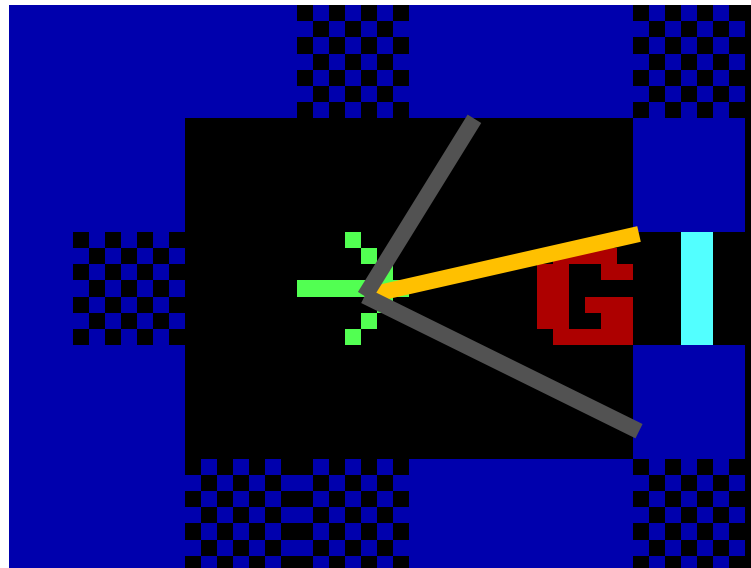
Player:

-Coordinates



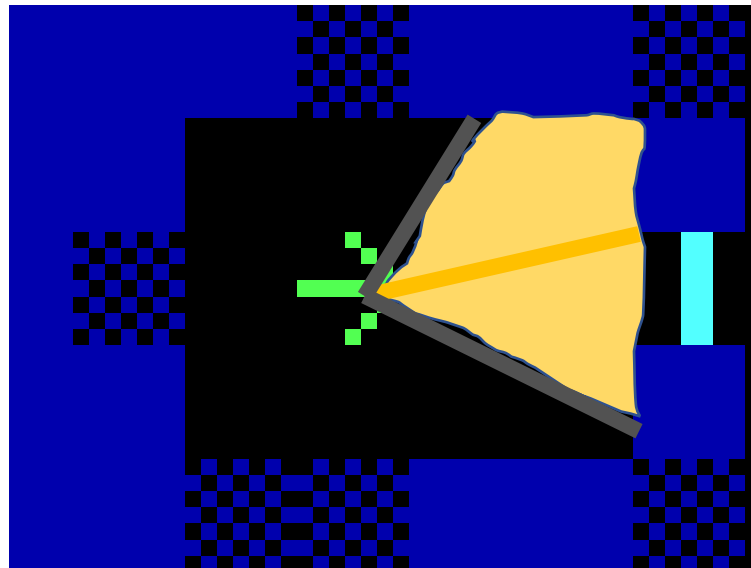
Player:

- Coordinates
- Direction



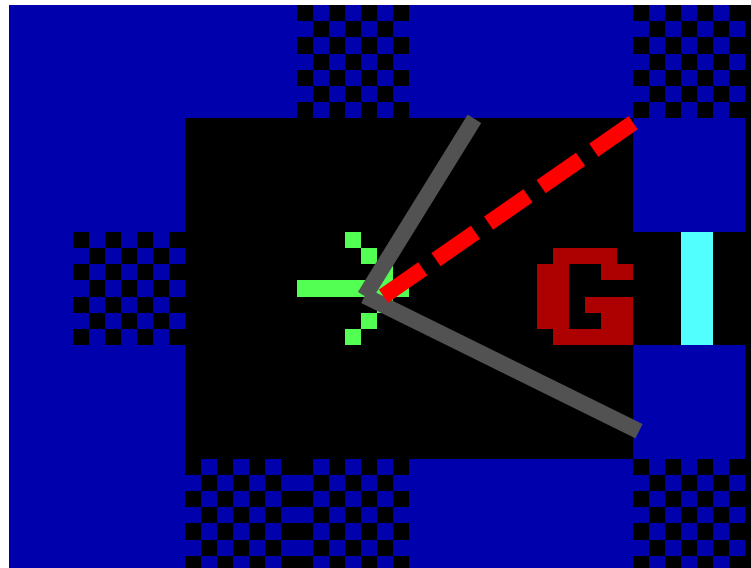
Player:

- Coordinates
- Direction
- FOV



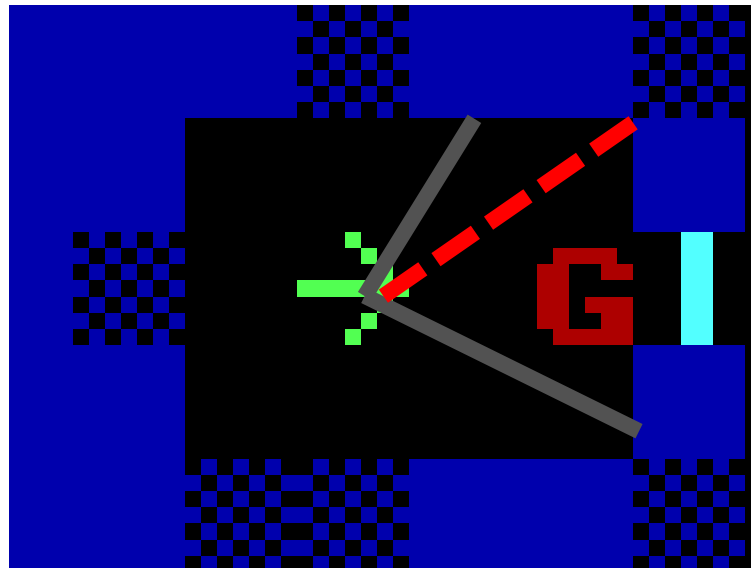
Player:

- Coordinates
- Direction
- FOV



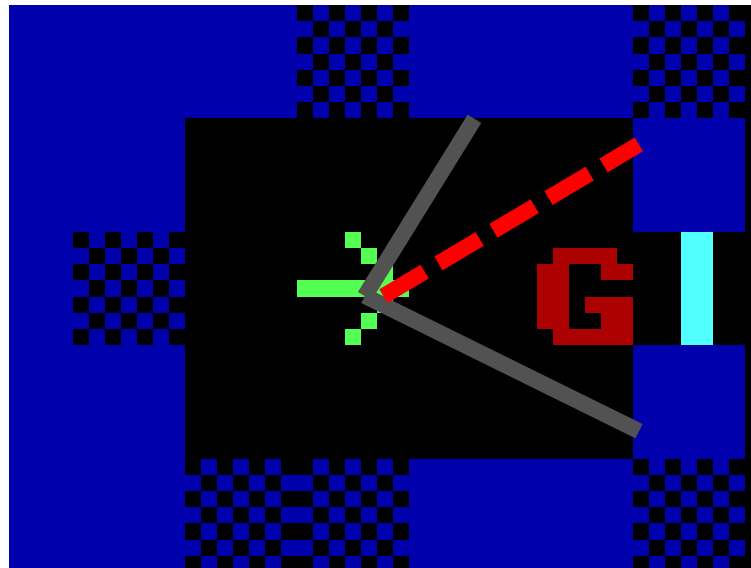
Player:

- Coordinates
- Direction
- FOV



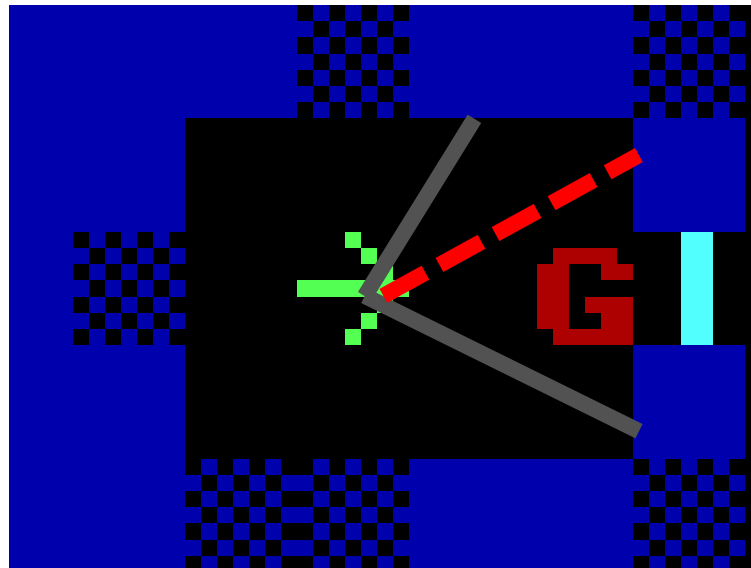
Player:

- Coordinates
- Direction
- FOV



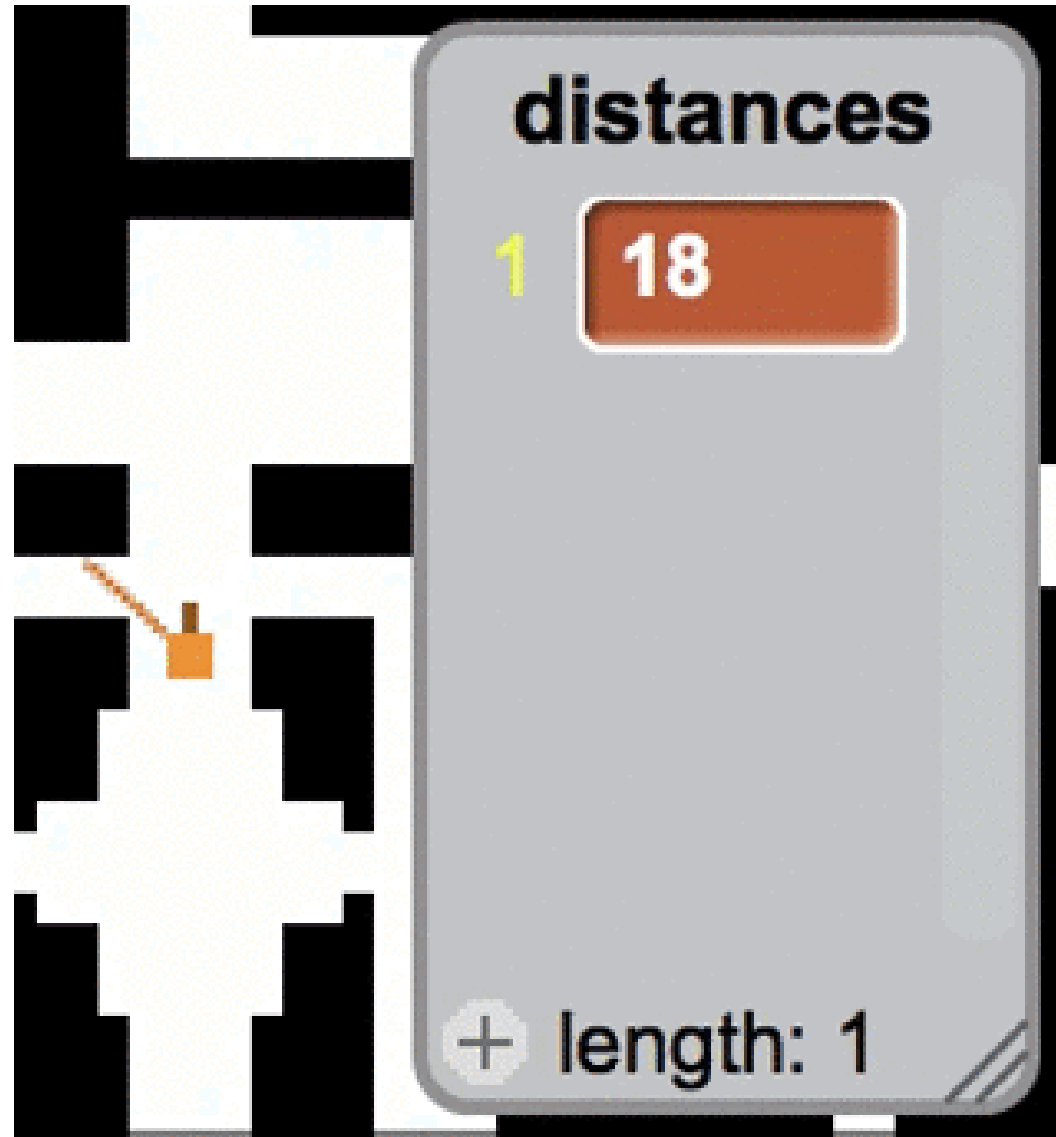
Player:

- Coordinates
- Direction
- FOV



Player:

- Coordinates
- Direction
- FOV



Fin