

Handling collision
+ redraw?
2 modes

Just check
surrounding tiles?

Scroll on collide window and draw
w/ character (low cutoff skew) full screen

K3 Z0

K3 Z1

Two

Two

assumptions:

BPM

X Position

load next (or prev w/ reverse)
X position and:

if jump or falling

check $x + [1, 2], y$ for floor

else if collide $x+1, 2 \rightarrow$ HALT

else check $x+1, y=1$ for floor

THEN check for objects
within those two rows

collide()
obj: y0
p: y1

X Pos ticks up
at a div of BPM