

This program is inspired by Lucas's lab example, scaling cylinder. It's a concise replica of the popular game-jump jump.

operation details in [feature.html](#)



Steps:

1. create two platforms and a cylinder, arrange them at proper position.
2. add animation of cylinder, jumping from the first one to second one
3. determine if successful landed. If landed, move the cylinder and current platform back to origin.
4. Put step 2 and 3 into a loop.
5. add some fancy stuff, like moving platform.

what I learned:

When creating a program, the outline is important. I wrote down the basic logic and started the coding based on that note. The first thing I've done is not making every step perfect, but running the program successfully with no bug. Then add some fancy things into the program skeleton.