Contribution

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Code

 In Main_Game.py, mainly completed some of the character's attribute related settings, and completed the character movement related settings, and the problem of the characters colliding with gems and the gems disappearing after collision has been solved.

The code in the Game modes is basically wrote by me.

Materials

 In terms of material, it provides some game sound effects, characters/Roles and pictures for game over.

Inspiration

https://www.pygame.org/docs/

Barriers:

http://programarcadegames.com/index.php?chapter=introduction to sprites

Roles:

https://www.aigei.com/