

Contribution

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Code

- In Main_ Game.py, mainly completed with barriers related, like barriers display, movement and initialization.
- At Start_ Screen.py, completed the button related operation settings, such as click event, style and so on.
- The codes in Congratulation.py and How_ To_ play.py are basically done by me.

Materials

- Provides all the background images used in the map, some game sound effects and barriers.

Inspiration

Congratulation picture: <https://www.pngegg.com/en/png-eipnw>

Button: <https://www.geeksforgeeks.org/how-to-create-buttons-in-a-game-using-pygame/>

Barrier: https://kidscancode.org/blog/2016/08/pygame_1-2_working-with_sprites/

Materials: <https://www.aigei.com/>