1. Introduction

The key features of my game include:

A simple, minimalist design with a green box as the player character and a red box as the enemy

The ability for the player to move the green box around the screen to dodge the falling red box

A scoring system that tracks the number of successful dodges and displays it on the screen

A life system that decreases as the red box hits the green box, and the game ends when the life points reach zero.

2. Design and Implementation

I began the project by creating a basic design for the game, including the layout of the game screen and the mechanics of the game. I then converted this design into code using Python with Pygame. In implementing the code, I faced some challenges with getting the movement of the red box to be random and unpredictable but was able to overcome this by experimenting with different algorithms.

To move left you use the left arrow, to move right you use the right arrow.

3. Conclusion

From this project, I learned how to use the Pygame engine to create a simple 2D game. I also learned how to implement a scoring and life system in a game.

The best feature of this game is its simplicity, which allows for easy gameplay and a clear objective. However, a shortcoming is that the game could be more challenging, with different obstacles and enemies.

In hindsight, I might have added more variation in the movement of the red box and added power-ups or bonuses for the player to collect.

Additional features that I may want to add in the future include different levels with increasing difficulty and the ability for the player to customize the green box's appearance.