

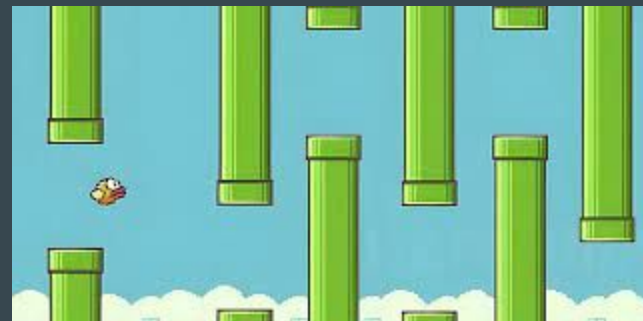
Algo - 2

...

Zoe Delduc - 2024

What you will do in this class

Auto-runner



Rules

- The hero is always moving
- Obstacles must appear at some point
- You must be able to loose
- The difficulty goes up in time

This is a strict minimum

Rules - bonus as you like

- A menu
- Music
- Sound effect
- Bonus item
- Score and High score access
- Multiples characters possible
- Different level
- Can shoot obstacle
- Multiplayer
- Make your own graphics
- ...
- Use moving enemies/obstacles
- Make the enemies follow you
- Weapons
- Upgrade
- Different modes
- ...

Rules - Grade

- 7/20 for basics
- 3 point on a report with :
 - Few sentences on your concept
 - List of bonus you implemented
 - Few lines on what you liked/learn, difficulties with pygame, what you wish you could have added to your game (between 5 - 10 lines)
- Point for every Bonus

Rules - Grade

- NEGATIVE POINTS :
 - Code without comment
 - no classes
 - Classes must in separate files => one file per class
 - Variable must have clear name
 - I will test your project on my machine, if it doesn't work I won't debug it
 - You will submit all code in Git (next class for the format), if the format is wrong, you will lose points

PyGame

Pygame

- Pretty doc : https://pygame.readthedocs.io/en/latest/1_intro/intro.html
- Python library to make old school game
- 2D game design
- Easy to use