

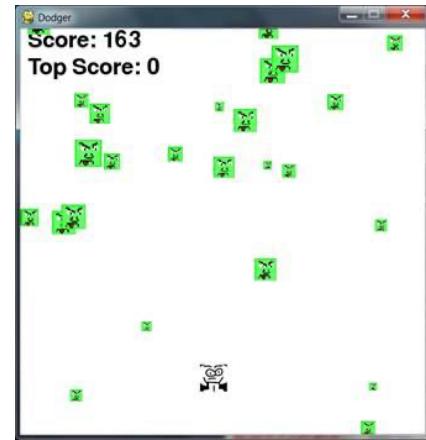
Dodge Game Assignment

Purpose of this game is to reinforce your knowledge about **lists**.

You will design and create the computer game Dodge. You will work in pairs.

Game Instruction:

- Player will control a paddle/character using a keyboard aiming to avoid falling objects
 - Player is only allowed to move left or right and should not be allowed to go off the screen
 - Paddle/Character should be clearly visible on the window (do not make it too small or too big)
 - Game is over when the user hits the falling object
- Game should have at least 20 falling objects that varies in colour, size, and speed
- Falling object should disappear if
 - It hits the paddle/character from the top/bottom/left/right or
 - The objects falls to the ground and goes off the screen
- Game window should display the following at the top left or top right corner:
 - Time elapsed
 - Score (# of dodges)
- Game window should close when all objects falls to the ground and game summary should be displayed on the shell
- User should be allowed to exit the game at any time by pressing the Esc key



Final project must:

- Be a functional Dodge game
 - Game does not crash or show unexpected behavior
- include the following python structures: loops, decisions(if statement),, functions and lists
- be properly organized and formatted
 - constants, variables, functions, ect
 - header, comments, ect.
- Include music/sound

Challenge 😊:

- Use images instead of drawing pixel graphics
- Create a start screen with a menu and display credits and game summary on closing screen
- Add different levels (have objects fall faster after few seconds)

Marking Scheme:

- Program formatting (header, comments, indentation)
- Proper use of Python structure (repetition, decisions, functions)
- Functionality – program runs properly in any circumstances
- Correct logic (ex. Disappearing objects/score events are registered and actions follows)
- Animation quality
- Extra features (pictures/sound/music, credits)

Game Demo Day:

You will play another group's game and provide constructive feedback. You will get a form to fill out on the day of. When you complete the form, you will need to give it to the group. Once you get the feedback for your game, read it over carefully and make all the necessary adjustments to your game. You would need to submit the hardcopy of your game feedback on the due date.

Submission Checklist:

- ☐ Game (.py file)
- ☐ Music/sound file(s)
- ☐ picture file(s) (if you used picture)
- ☐ Feedback form - submit hardcopy to Ms. Joo

GAME DEMO DAY: Friday Dec 8

DUE DATE: Monday Dec 11 at the **beginning** of the period

Good luck and HAVE FUN!!! 😊