

## Mini-Project 4

SoftDes SP18

March 6, 2018

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### Project 4 Proposal

#### **Main Idea:**

Our goal for the project is to create a simple side scroller game where the user guides their character through a world to earn points. Our minimum viable product will be a block that the user controls that is capable of navigating through a simple block based world. Our stretch goal would be to add in enemies for the character to face, as well as making the game more aesthetically pleasing.

#### **Learning Goals:**

- Alex: Gain familiarity with simple game construction and object-oriented programming.
- Sebastian: Get more comfortable and proficient with object oriented programming, physics simulation, and computer graphics.

#### **Libraries:**

- Pygame

#### **Mid-Project Check In:**

By the mid-project check-in, our goal is to have a clear understanding of working with PyGame as well as a solid project implementation plan. To start, we plan on having a single block 'character' that can be controlled by the user and that behaves with respect to gravity.

#### **Biggest Risk:**

We see our biggest risk to be getting distracted with features not relevant to the game's core functionality, and thus not having enough time to implement solid game mechanics.

Simple block example w/ code:

[http://programarcadegames.com/python\\_examples/show\\_file.php?file=platform\\_scroller.py](http://programarcadegames.com/python_examples/show_file.php?file=platform_scroller.py)

<https://bitbucket.org/plaoo/pygame-side-scrolling/src/2556fb0f9f15848a3ab2c8533193f8b3308d184f/crashman.py?at=default&fileviewer=file-view-default>