

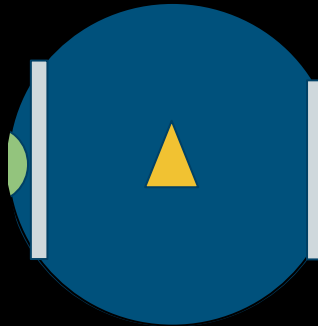
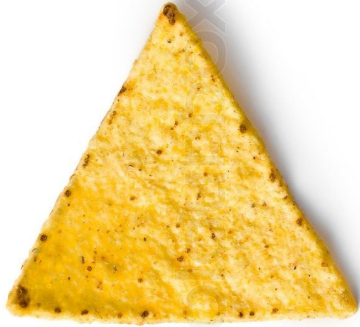


# Musical Guacamole

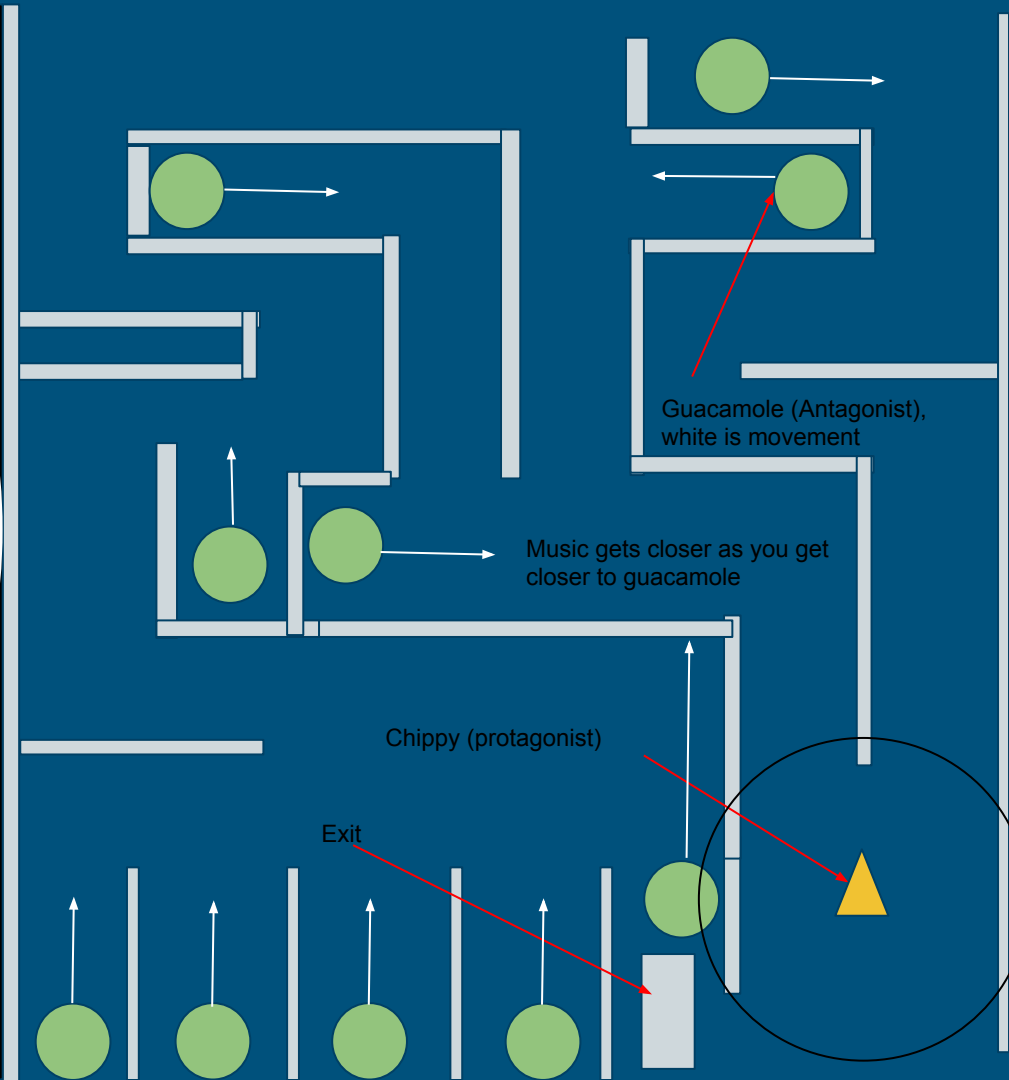
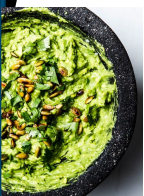

John Matthew Bandelaria and Tong  
Chen  
7th Period



POV



POV



# Main Classes

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- Draw Map
- Textures and Images
- Run Game
- Key Listener
- Player
- Enemy
- Sound Control

# Possible game extension classes

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- Level Generator
- Enemy level scaling
- Difficulty Increaser
- Player skills(part of player class)
- Items/Powerups

# Draw Map Class

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- Use textures and stuff from the other class
- Places where you can walk are certain locations with a boolean and player can only travel if there bool is true(to emulate walls)
- End and beginning spots

# Textures and Images

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- Textures like notes we took over block the pig
- Use graphics to take images to make textures

# Run Game

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- Uses draw map, player, enemy, key listener, and sound control classes
- Constantly runs game
- Uses the window thing
- Uses the thing where it only refreshes the page with an image of all the pieces



# Key Listener

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- KEY\_EVENT
- Booleans isHold, isPressed, stuff like that
- Record which key is pressed to determine move direction

# Player

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- Generates textures of player into nacho chip shape
- Determines field of view in total game generation view
- Map was generated by draw map but then a black view obscurer blocks everything except the player field of view
- Player movement

# Enemy

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- Guacamole textures and generation
- Movement paths
- Player detection
- Changes sound as gets closer to player

# Sound control

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- Sets the sound file to play on loop
- Functionality to change sound of the file dynamically during the game
- Default is 0 sound