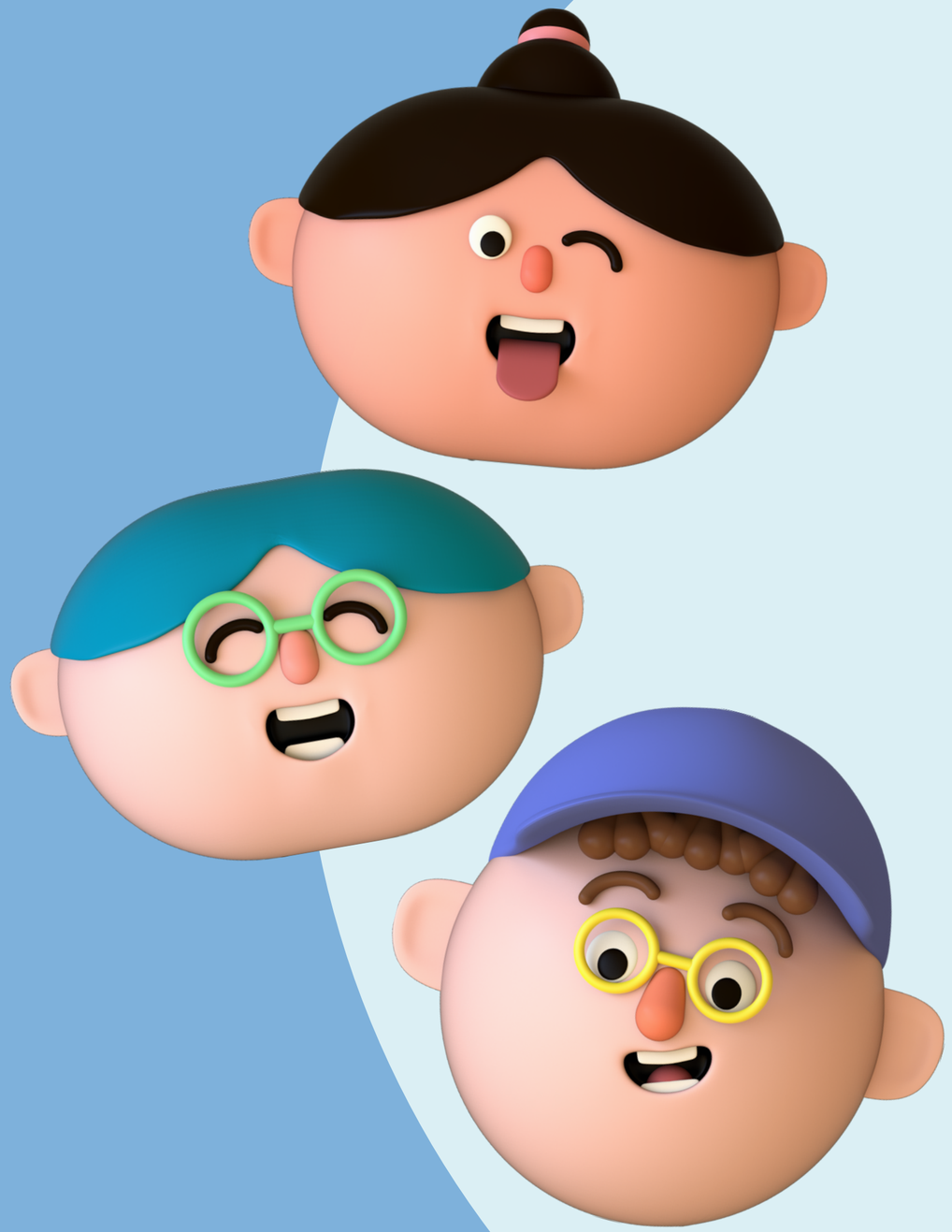
PYFUN GAMES - ENDLESS RUNNER AND MEMORY MATCH

The Presentation By The PyScripters



TEAM THE PYSCRIPTERS

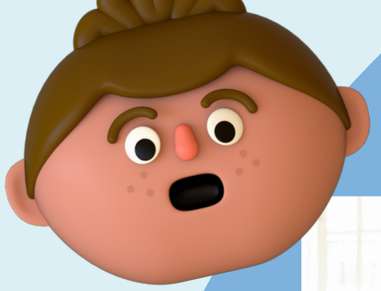
TEAM NO. 45

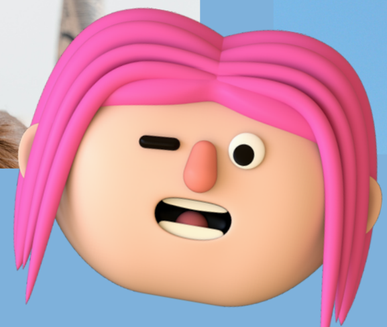
Attif Khan [TL]

Md Muzammil Rizwan

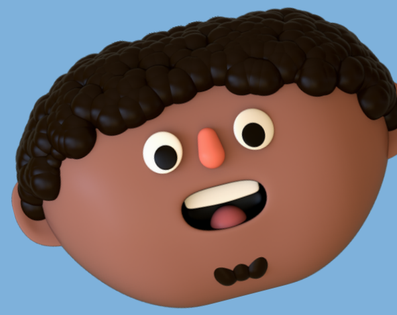
Vijay prajapati

Faraz Ali Khan

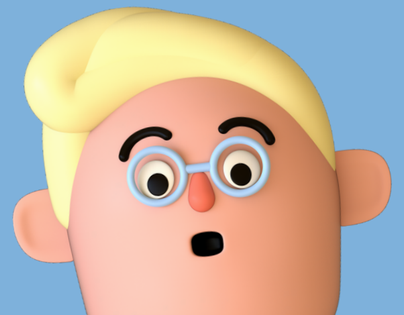




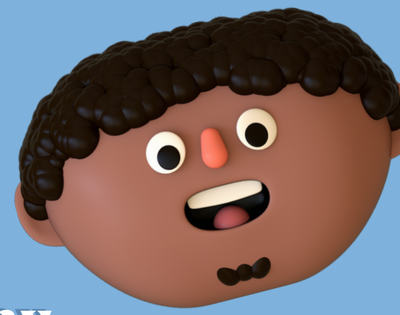
INTRODUCTION



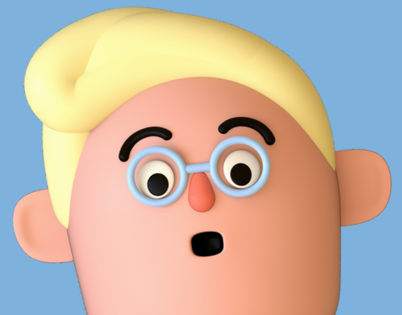
- Title of Project: Game Development with Python
- Objective: To create two captivating games – an Endless Runner and a Memory Game
- Intended Audience: Game lovers and those seeking enjoyable and interactive gameplay
- Presenter: [Your Name]



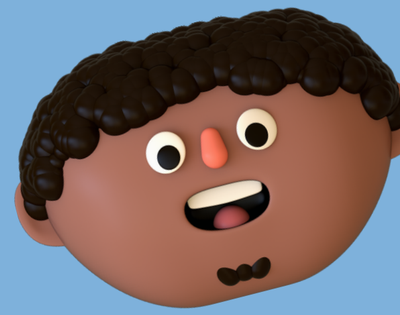
PROBLEM STATEMENT



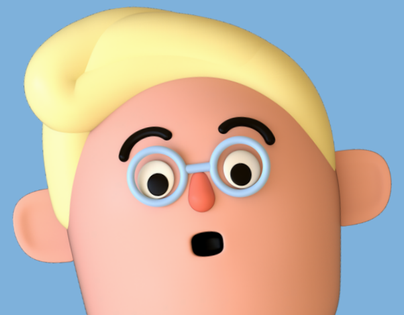
- Objective: Offer users two engaging games that are easy to play
- Challenge: Create a menu that is user-friendly so players can select their desired game
- Game 1: Endless Runner - Create a challenging environment full of obstacles for players to overcome and achieve a high score
- Game 2: Memory Game - Develop a card-flipping game to test players' memory and matching abilities.



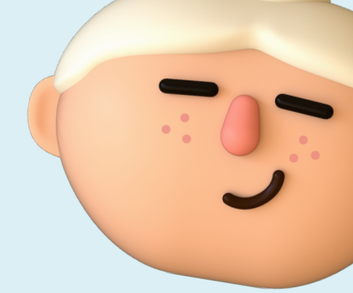
PROJECT OVERVIEW



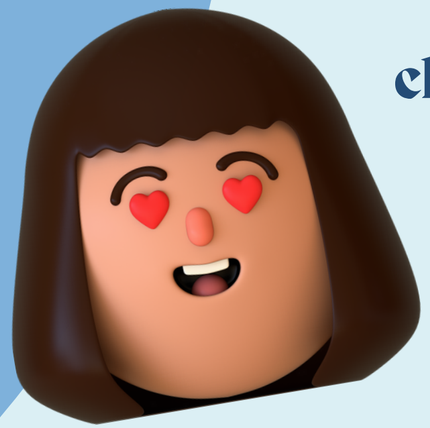
- The menu provides users with the option to choose between two games, namely the Endless Runner or the Memory Game. Pygame was used to develop both games, handle graphics and game loop. A detailed, step-by-step explanation of how the project was implemented is also available.



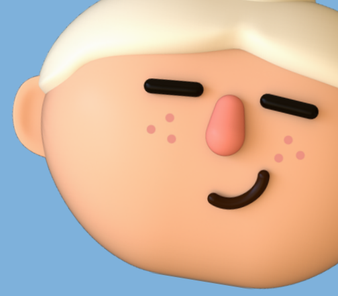
ENDLESS RUNNER GAME



- Description: Introduce the Endless Runner game
- Objective: Achieve the highest score by navigating through obstacles
- Controls: How to control the player character using keyboard inputs
- Obstacles: Random generation of obstacles to challenge players



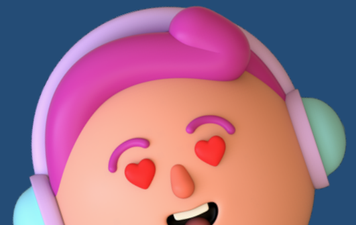
ENDLESS RUNNER WORKFLOW

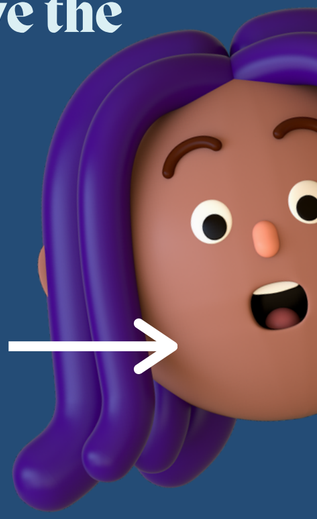


- Initialize Pygame
- Create the game environment with graphics and obstacles
- Implement the game loop for continuous gameplay
- Set up controls for the player character
- Randomly generate obstacles and update the game accordingly
- Display the player's score and handle game over conditions

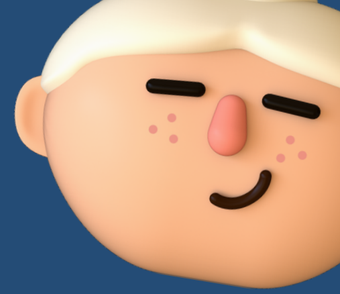
MEMORY GAME

- Description: Introduce the Memory Game
- Objective: Match pairs of cards with the same number
- Card Flipping: Players can flip two cards at a time using mouse inputs
- Matching Logic: How cards change color if they have the same number





MEMORY GAME WORKFLOW



- Initialize Pygame
- Generate a set of cards with random values
- Implement card flipping functionality with mouse inputs
- Check for matching pairs and change card colors accordingly
- Handle game over when all cards are matched
- Display a congratulatory message on winning the game
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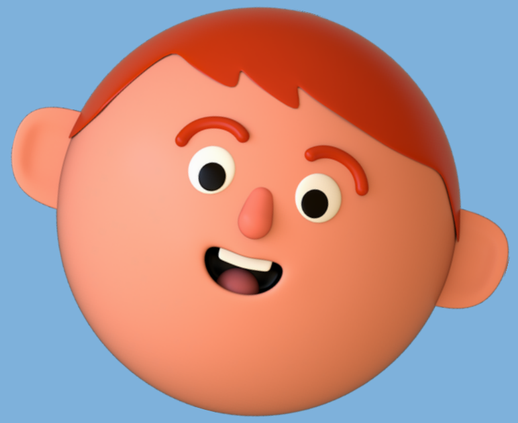
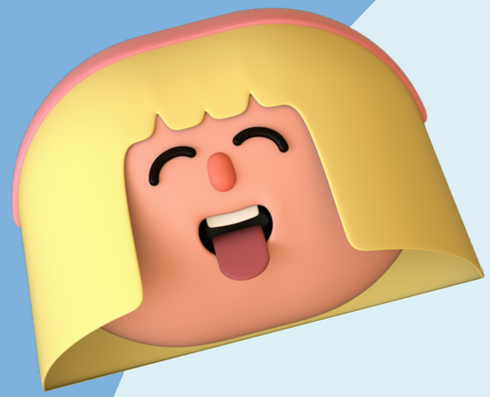
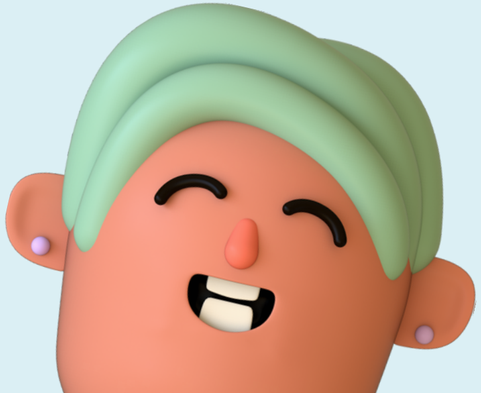
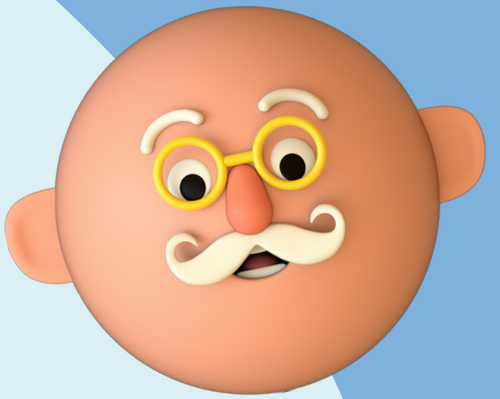


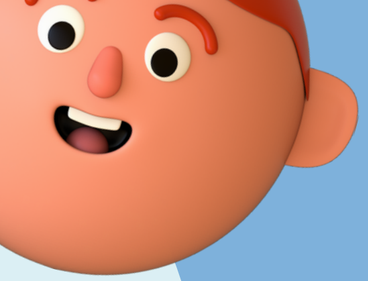
MAIN MENU

- VISUAL REPRESENTATION OF THE MAIN MENU
- USER-FRIENDLY DESIGN WITH GAME SELECTION OPTIONS



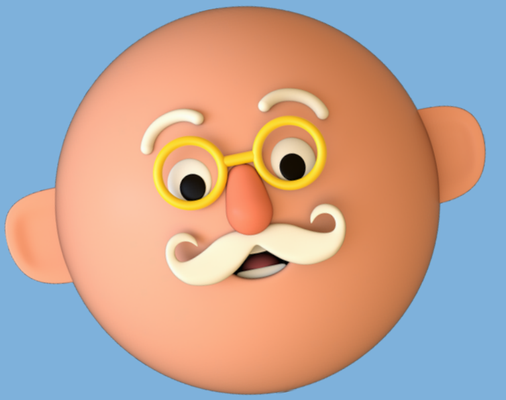


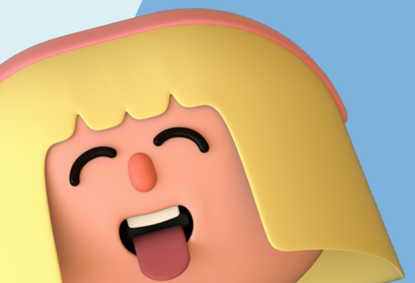


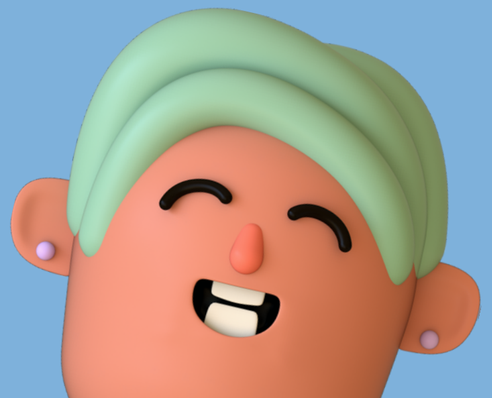


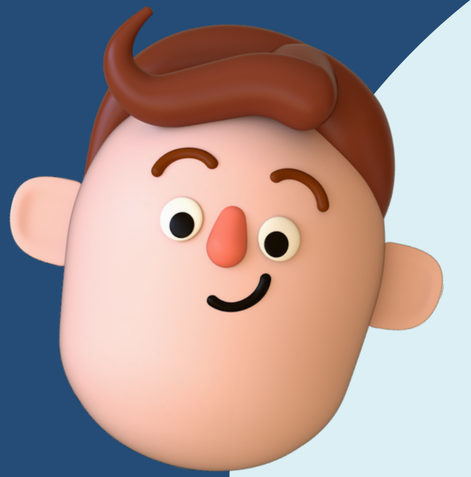
RECAP:

- Recap the project's objective and achievements
- Highlights: User-friendly menu, engaging gameplay, Pygame utilization
- Acknowledgments: Thank the Pygame community for the library's support

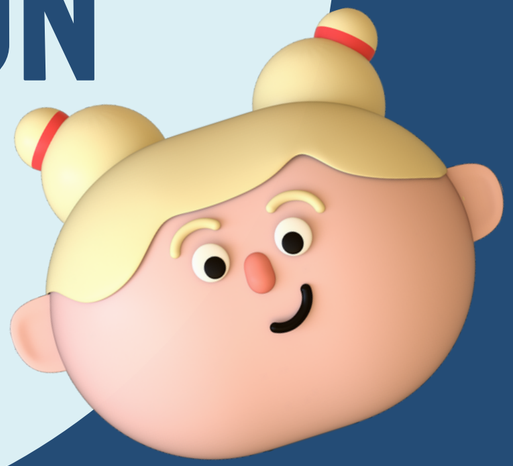


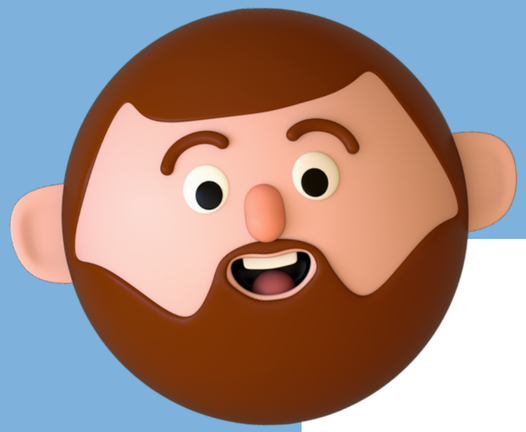




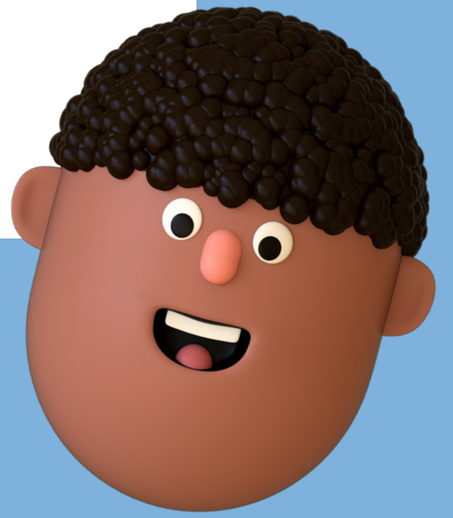


PROJECT CONCLUSION





QNA




THANK YOU