The Grapes of Math

People

- Peter Gyory Lead Programmer
- Ryan Rule Hoffman Lead Developer

Concept

Grapes of math are falling from the sky and they must be saved from certain splatter. Only on type of grape can be caught at a time and you must identify the correct grape.

Story

Wesley is on a quest to make the world's best tasting grape juice. Help Wesley as he travels through the Geometree Forest on his quest to mythical vineyard, where the legendary concord grape is grown.

Curriculum

A nice blend

- Geometry Identifying shapes by name
- Arithmetic Solve equations to figure out correct grape to catch

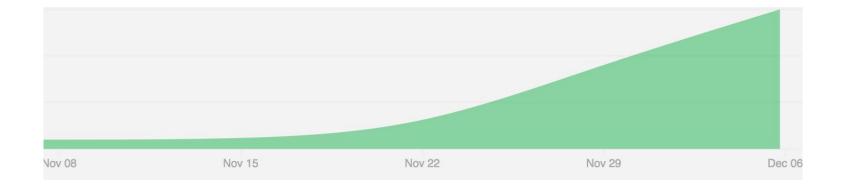
Demo

Version Control

GIT

- Github for hosting and Issue tracking
- Feature Branches (Git flow)
- Rebase before a Pull Request

Git History



Game Logic

- Main game loop file is grapes.py
- Classes
 - Bucket represents players bucket and contains collision logic
 - Grape Each grape class and rendering logic
 - Background Renders the background
- Pygame used for rendering, input, and sound

What went well

- The game works!
- Builds to Activity!
- Python classes
- Sound
- Git practices

Roadblocks

- Broken Sugar VMs
- Learning Python
- Learning Pygame
- Building on XO
- Real Life

In Hindsight

- Begin learning python sooner
- Spend more time setting up a proper VM
- Run some playtests
- Don't merge our own PRs!
- Should have had more people

Remaining Issues

- Pause Game
- Add keyboard and XO arrow controls
- Game over screen
- Get the activity working again

Future Improvements

- Proper Game assets
- More finely tuned controls
- Level system
- Difficulty Selection
- Better uses of Python

License

MIT

 We did not want to limit this project in what people could do with it, and are willing to accept the consequences.

Git by a Bus

Would we make it?

Absolutely not (I really don't want to get hit by bus)

Questions?