

OPEN SOURCE PROGRAMING

MERRY WINTER STORY



TEAM 1

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I N D E X



PROJECT INTRODUCTION



MEMBER'S ROLE



THE USED OPENSOURCE



DEMO VIDEO



MILESTONE ANALYSIS

PROJECT INTRODUCTION



[THE PROJECT : MERRY WINTER STORY]

It is a story about cats adventuring to have a happy Christmas.

It is a package game with three mini games.

PROJECT INTRODUCTION



[GAME1 : MELTING SNOWMAN]

As time goes by, the snowman melts. It is a game that prevents the snowman from melting until the end of the game by eating ice balls while avoiding fireballs and obstacles.

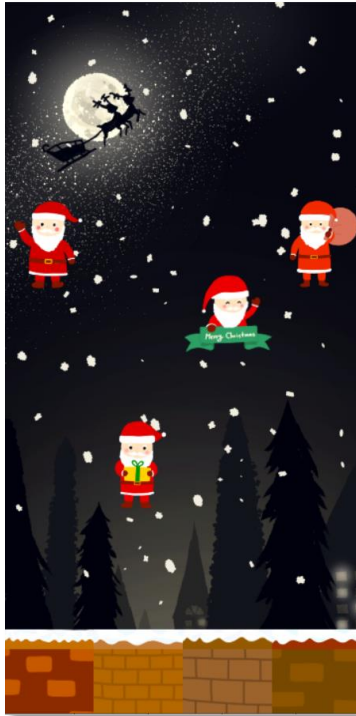
PROJECT INTRODUCTION



[GAME2 : HANDBELL RINGING]

It is a game in which you receive gifts falling from the sky and play carols with hand bells. If you press the keyboard at the right time to fall, the appropriate handbell will be played.

PROJECT INTRODUCTION

**[GAME3 : SANTACLAUS DDR]**

Santa is about to enter the chimney to give a gift.
If you press the keyboard at the right time when Santa enters, you can enter the chimney.

MEMBER'S ROLE



KIM HYUN SOO

[MAIN] SANTA CLAUS DDR
FINAL CODE MERGING
PRESENTER



WOO JUN SEO

MELTING SNOWMAN
MENU
[SUB] SANTA CLAUS DDR
FINAL CODE MERGING



LEE RYUNG

MELTING SNOWMAN
MENU
[SUB] SANTA CLAUS DDR
IKON ILLERSTRATION
PPT PRODUCTION



LEE JIN HWA

HANDBELL RINGING
BACKGROUND ILLERSTRATION
CHARACTER ILLERSTRATION
VIDEO EDITING

THE USED OPENSOURCE

**PYGAME [LGPL-2.1]**

Using Various functions in the pygame library

<https://github.com/pygame/pygame>



license MIT python v3.8

CHROME - DINO GAME [MIT]

Refers to creating classes and menus

<https://github.com/dhhruv/Chrome-Dino-Runner>



numpy/numpy is licensed under the
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NUMPY [BSD-3]

Using it to list the beats

<https://github.com/numpy/numpy>

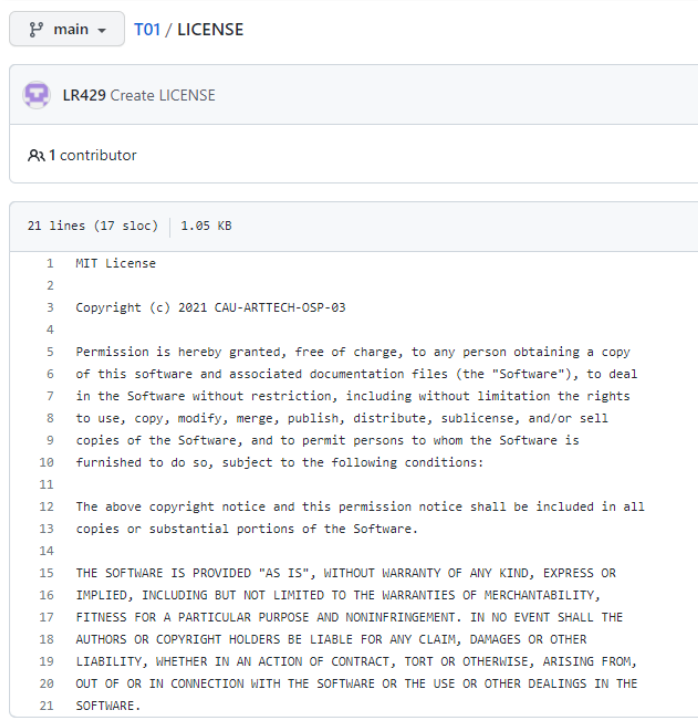
THE USED OPENSOURCE

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COMPATIBILITY BSD-2-Clause
COMPATIBILITY BSD-2-Clause-Patent
COMPATIBILITY BSD-3-Clause
COMPATIBILITY BSL-1.0
COMPATIBILITY bzip2-1.0.5
COMPATIBILITY bzip2-1.0.6
COMPATIBILITY CC0-1.0
COMPATIBILITY curl
COMPATIBILITY EPL-2.0
COMPATIBILITY GPL-2.0-only
COMPATIBILITY GPL-2.0-or-later
COMPATIBILITY IBM-pibs
COMPATIBILITY ICU
COMPATIBILITY ISC
COMPATIBILITY LGPL-2.1-or-later
COMPATIBILITY Libpng
COMPATIBILITY MIT
COMPATIBILITY MPL-2.0
COMPATIBILITY NTP
COMPATIBILITY UPL-1.0
COMPATIBILITY WTFPL
COMPATIBILITY X11
COMPATIBILITY Zlib
COMPATIBILITY ZPL-2.0
DEPENDING COMPATIBILITY EPL-2.0
INCOMPATIBILITY Apache-1.0
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INCOMPATIBILITY IJG
INCOMPATIBILITY OpenSSL
INCOMPATIBILITY Python-2.0
INCOMPATIBILITY zlib-acknowledgement
INCOMPATIBILITY XFree86-1.1
PATENT HINTS Yes
COPYLEFT CLAUSE Yes
```

COMPATIBILITY WITH LGPL-2.1 LICENSE

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THE USED OPENSOURCE



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DEMO VIDEO



MILESTONE ANALYSIS

RUN GAME



1. CHARACTER AND
OBJECT CLASS

2. FLYING OBJECT

3. COLLECTING

4. FORMULATING
OBJECT PATTERN

5. SCORE
FUNCTION

RHYTHM GAME



1. CHARACTER MOVING
WITH KEYBOARD EVENT

3. COLLECTING MUSIC DATA
AND EXTRACTING BEAT
DATA USING THE LIBROSA
LIBRARY

4. SAVING THE EXTRACTED
BEAT DATA AS A LIST

5. LIBROSA DATA
IMPORT INTO
PYGAME

RANDOM FUNCTION

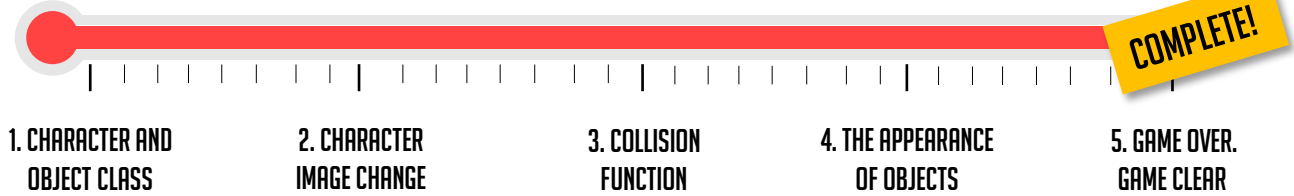


**CHANGE THE
MILESTONE**

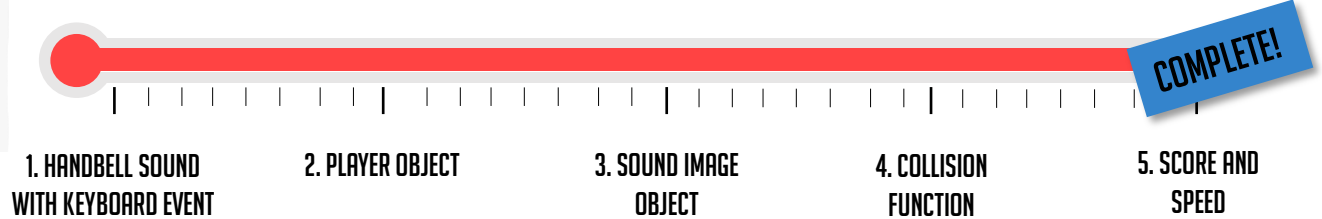
MILESTONE ANALYSIS



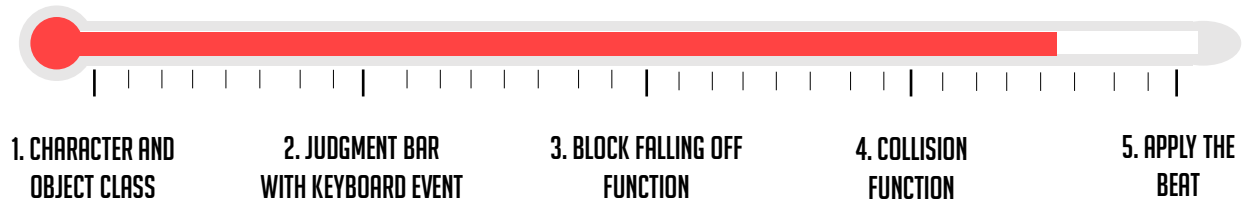
MELTING
SNOWMAN



HANDBELL
RINGING

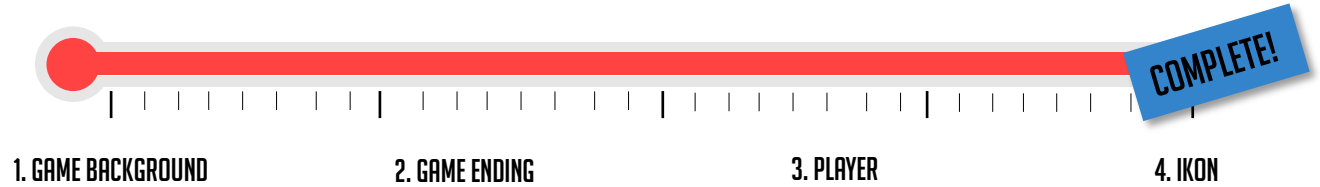
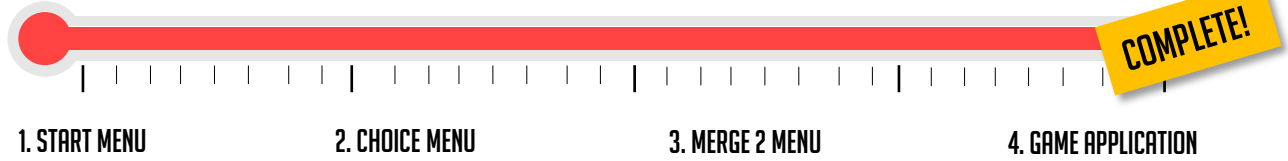


SANTA CLAUS
DDR

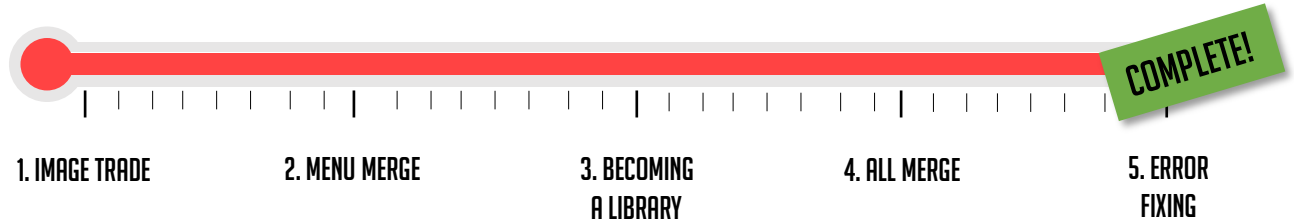


MILESTONE ANALYSIS

GAME MENU



FINAL MERGE



MILESTONE ANALYSIS

PROJECT ACHIEVEMENT RATE



95%



THANK
YOU

MERRY CHRISTMAS!
& HAPPY FINISHING COURSE!!