Project goals – Create a functional game capable of saving and loading that combines how long the player stays alive and how much gold they collect into their score.

Instructions – Use the arrow keys to move around the area. Dodge the incoming debris and arrows while collecting as many coins as possible before you die.

Technologies and techniques – random, simpleGE, pygame, json

External resources –

* GFX:
  + Background (edited to better fit game) - <https://www.amazon.com/BELECO-Backdrop-Corridor-Background-Decorations/dp/B0CM6HQFJJ?th=1>
  + Player – Universal LPC Spritesheet Generator - https://sanderfrenken.github.io/Universal-LPC-Spritesheet-Character-Generator
  + Gold – https://www.dreamstime.com/money-sack-bag-pixel-art-eight-bit-game-icon-retro-video-style-image196125382
  + Debris – OpenGameArt.org - https://opengameart.org/content/castle-walls-isometric-64-x-128
  + Arrows – TibiaWiki - https://static.wikia.nocookie.net/tibia/images/6/69/Arrow.gif/revision/latest?cb=20050520003245&path-prefix=en
* SFX:
  + Hurt - OpenGameArt.org – Death Pain Grunts
  + Gold – OpenGameArt.org – RPG Sound Pack
  + BGM - "8bit Dungeon Level" Kevin MacLeod (incompetech.com)  
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Process –

* What was learned – Sprite animation/ cycles, game states/ transitions, simpleGE and pygame
* Where I got stuck – Trying to dictate high score with both time and gold elements, improving collision
* What to improve – Collision, Gold spawn/ delay, end screen/ animation/ transition
* What I would’ve done differently – Health from numbers to hearts, added collectable powerups, change art design so all assets don’t feel random
* How I kept from straying from original design – Constantly referring to original design mockup, getting assets before coding, creating a base environment to test new features and find bugs
* How I kept on track – Section out each feature/ section as achievable goals based on perceived difficulty, “due dates” for each section, podcasts for background noise (helps make progress not feel as long)