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Animation project

Goal: the purpose of the project is to finish what we started last week and that would include keeping track of the high score and time of the gaming session. Another thing was to add a play and quit feature so that way the user can leave after the game if they want. And setup directions on how to play the game

Algorithm:

Import pygame simpleGE and random

class spheal(simpleGE.Sprite):

    This will be the avatar that you will be using throughout the game

***Define***

***Upload Photo***

***Determine size***

***Position***

***Movement speed***

***Define***

***Right arrow key pressed***

***Left arrow key pressed***

class Berry(simpleGE.Sprite):

    "This is the object you will be collecting throughout the game."

Define

***Upload Photo***

***Determine size***

***minSpeed***

***maxSpeed***

***reset()***

Define reset

    "Make object fall/fall again"

***Give it a y***

***x = random int from 0 to screen width***

***dy = random randint from minSpeed to maxSpeed***

Define boundaries

***"If" "Once the object reaches the button move it to the top of the screen"***

***reset***

```
class lblScore(simpleGE.Label):
```

```
    "Shows initial score"
```

```
    Define
```

```
        Score: 0
```

```
        Centering
```

```
class lblTime(simpleGE.Label):
```

```
    Define
```

```
        Time: 15
```

```
        Centering
```

```
class Game(simpleGE.Scene):
```

```
    Define
```

```
        Background image
```

```
        Soundeffect file
```

```
        Avatar sprite
```

```
        Self score
```

```
        Timer
```

```
        Number of berries
```

```
        [list of sprites]
```

```
        Increases score as you collide with a berry
```

```
        Shows score and stops when time reaches 0
```

```
Class Instructions(simpleGE.Scene):
```

```
    Define
```

```
        Gives the user directions using multilabeling
```

```
        Creates the different buttons and gives the buttons their respective location on the  
screen including directions
```

```
    Define
```

```
        Creates play and quit functions
```

```
def main():
```

```
    Contains the looping function
```

```
    And starting and stopping the game
```

```
main()
```

Variables:

```
class Berry(simpleGE.Sprite)
```

```
def __init__(self, scene)

def reset(self)

def checkBounds(self)

class spheal(simpleGE.Sprite)

def __init__(self, scene)

def process(self)

class LblScore(simpleGE.Label)

def __init__(self)

class LblTime(simpleGE.Label)

def __init__(self)

class Game(simpleGE.Scene)

def __init__(self)

def process(self)

class Instructions(simpleGE.Scene)

def __init__(self, prevScore)

def process(self)

def main()
```