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Game Design

Theme: catching berries as a pokemon (spheal).

Spheal image -

Oranberry image -

Background image - yes you can see the berries with the background image as well as other game elements. It comes from a separate file that you call from.

Chomp sound - Using a chomp sound effect like it is eating a berry, and the best place to put the code is under the classGame portion since that will contain a lot of the other images and effects.

Player sprite: will be located at the bottom of the screen and it moves from left to right depending on the player's input.

Target sprite: it will start at the top of the screen and come down from the window and it will go back to the top of the screen once it reaches the bottom or if the player catches it.

In depth game mechanics:

Score will go up if the player sprite comes into contact with the target sprite.

Have a timer on the screen and keep track of the berries that are caught until after the allotted time reaches 0.

Work with the different labels on the screen for example a play and quit tab and make sure that they work correctly.

Also make directions so that the user knows what to do.