

Contribution

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Code

- In Main_ Game.py, mainly completed the game map production, gem display, movement and initialization, as well as some mouse, keyboard and judgment related settings.
- In Start_ Screen.py, mainly completed the initial interface of the production, showing all the required information.
- And, found some bugs in the game and solve it, like sound overlap.

Materials

- In terms of material, it provides some game sound effects, background music and barriers.

Inspiration

<https://www.pygame.org/docs/>

Map: https://kidscancode.org/blog/2016/08/pygame_1-2_working-with-sprites/

Show: Lecture for pygame

Sound/barriers: <https://www.aigei.com/>