**Eat Bears**

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**Back Story**

Dino the dinosaur and Ogre the Ogresaur are both very very hungry. Their favorite food happens to be the cute little yellow bouncing bears that live in the graviTree forest. Ogre opens his mouth wide open and runs randomly about forcing bears down his gullet like a whale eating krill. Dino prances with precision and bites baby bears one at a time, the proper way. Ogre likes to hurl gravitrees at Dino despite how much their prickly pines hurt his hands, because when they do hit Dino damage is done. At the end of the day though, Ogre and Dino are friends and so they get together to compare the sizes of their bellies to see who has won the day. Of course, the day isn’t over until every last evil little bad bear is digesting.

**User’s Guide**

Dino is controlled with the mouse in both single and double player modes. In order for Dino to eat a bear the mouse button must be clicked while Dino is over a bear. Ogre is only controlled in double player mode, in which case he is controlled using the arrow keys. Ogre only needs to run into bears to eat them and run into trees to hurl them at Dino. Ogre will bounce off walls. Each successive game more bears are added. More bears is advantageous to Ogre and so the single player game gets more and more difficult. Hit escape from the title screen to exit the game or from the game screen to return to the title screen.

**Module Documentation**

classes.py contains the Dino, Tree, Bear and Smasher (Ogre) classes.

functions.py contains the functions load\_image(), load\_sound() and change\_image().

The file ‘data’ holds the sprites and sounds.

EatBears.py is the main game.

**Cheats**

There are no cheats, because nobody needs to cheat in a two player game.

**Acknowledgements**

Everything I used came from either your supplied sample files or Reiner’s tilesets <http://www.reinerstilesets.de/>

**Autobiographical Info**

Much of my time on this game was spent learning python and pygame as it is my first exposure to both. I did not know what would be a feasible game to make at the beginning and so Eat Bears is more a result of my experimenting than a cohesive game idea. Still, the play testing I did with a roommate was fun and hilarious despite being short. It also ended up being naturally balanced, with Dino having the advantage in early levels and Ogre in later levels (more bears). Other than the GameMaker game and an rpg in OO Programming class (that doesn’t really count) this is my first game. The main issues I had mostly involved learning the syntax of python/pygame and figuring out what they can and can’t do. I liked my GameMaker game better, but learning some python is more important in the long run. I’ve come to realize that I much prefer games that cannot be beaten, because they have so much more reply value as long as you have some way to score yourself.