# Pygame Pirates: Implementation Phase Group Member Responsibilities

Planned

Phase 1:  
Learn to utilize different aspects of GitHub (I.e., repositories, branches, commits, merge conflicts, pull requests), as well as set up the file structure for the game. Get images for different assets in the game and get the general game background working. Spend time on finding and editing to fit the design of the game. Ensure the basic game can be opened and closed properly.

Phase 2:  
Get basic functionality regarding the main menu, allowing transition to the beach scene, create a class structure for players and mobs (sprite groups), add music encapsulating each level, and create movement with boundaries for the player and mobs.

Phase 3:  
Creating all remaining scenes for game (I.e., jungle or boss scene), implementing shop menu with functionality to allow user to buy attributes and pause game, player coin count and health displayed to screen and create test screen transition for new maps/death.

Phase 4:  
Create final sprites for boss, mobs and player, implement functionality of boss creating a new class, major focus on collision between players and mobs, create different animations for player objects, create event to clear levels and finish game and balance game to make it enjoyable while still be challenging.

Implementation

## Phase 1:

**Shared:** Creating GitHub, pushing repo, creating branches, learning how to properly utilize GitHub, creating image instances and displaying to screen, implementing window exit functionality.

**Chris Higgins**: Creating mock files containing PyGame initialization and running loop.

**Bryson Crook:** Finding beach scene image, editing images where needed, finding music files.

**Elbert Chao:** Finding skeleton sprite image, finding start menu button images.

**David Lim:** Finding pirate sprite image, finding start menu image.

## Phase 2:

**Shared:** Managing structure of classes, cleaning up code for easier viewing.

**Chris Higgins:** Setting parameters for pirate image, incorporating movement for pirate image with arrow keys, creating separate file to contain sprites, creating pirate sprite object.

**Bryson Crook:** Finding mouse image for main menu, displaying mouse image on main menu while tracking cursor, finding player boundaries of first scene (beach), creating music mixer method, setting music queues for various scenes.

**Elbert Chao:** Setting functionality of main menu start button, creating skeleton spriteobject, debugging any errors which arise.

**David Lim:** Setting functionality of main menu exit button.

## Phase 3:

**Shared:** Finding remaining images required for game, creating death screen, creating winning screen.

**Chris Higgins:** Creating event to display the shop and pause current game execution, the flip direction of mobs accordingly.

**Bryson Crook:** Creating mock version of scene switching, creating exit event within shop, creating game over event when health depletes.

**Elbert Chao:** Creating image instance of coin, managing coin counter, displaying coin count to bottom right of screen, creating image instance of health, managing health counter, displaying health to bottom right of screen.

**David Lim:** Managing item purchase event within shop and adding respective attributes to player, manage attribute bars, decrease coin count with purchase, created shop menu layout.

## Phase 4:

**->** To be completed in future