NE111 Project

(Dustin Siu & Pierce McMaster)

Rules:

- Game only works on windows
- Choose to host or join a game
- Once the game starts different file icons will appear on the screen
- Each type of file will have a different movement pattern
- The player will gain points by throwing the icons off the top of the screen and onto their opponent's screen
- Throwing can be done by clicking and holding on the icon while dragging the mouse
- The icon will then be thrown when the player releases the mouse
- As time passes, more objects will appear on the screen from both the other player throwing them over and from the game spawning them in
- Each game will last 3 minutes
- Both time and points can be seen at the top of the screen
- The winner will be determined by which player has the greatest number of points when time runs out
- Our references are in a readme file

Problems:

Over the course of this project our virtual environments have crashed multiple times, making it almost impossible for us to test our code. After extensive research and many hours of problem shooting we have determined that the most likely source of these crashes are the operating systems. Since Dustin is working on MacOS while I am working on Windows, we believe that it is more than likely a problem with the cross platform support of pygame and/or python. The other main reason we think this is that

the crashes often occur after committing our edited files to github. Below is an example of what happens to our terminals after the crashes occur.