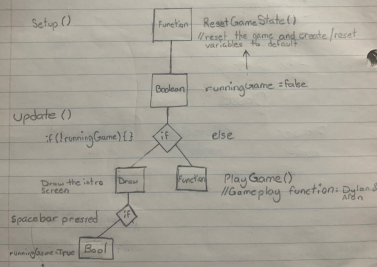


Assignment 4 Team 5 "Dinosaur Game"

Darren feature: Start Screen & End Screen
Secondary task: Pixel Art

Mar 20: My task is to create the starting "press to play" screen and eventually the "Game Over" screen.
My first thought is to reference an in-class demo and see what the expert has done. Looking at the demo and talking to classmates, I have begun formulating a rough idea:



My initial idea for the intro screen is a background image. I would like to try using a path to possibly creating a nice background image, but that is a later problem.

First thing I did was fetch all commits and add it to my branch. Then I could start making my functions and adding the other team member's code to it. I added the functions to the main and the initial additions worked. Now I am going to add a texture that acts as a start screen. I am going to download a png, add it to the assets folder and call the texture in the drawing section. This has been a pain in my ass. I merged main into my branch and it caused issues of bungleing the whole thing up and cut out / switched around lines of code. I've also had trouble loading my image. I can't seem to get it to load image data.

I got the start and game over screens functional after some tweaking & had the variables in the resetGameStats function work together. Unfortunately, creating a file path was just a little too complicated and I never ended up getting it to work. Other than that my code works on my branch.