

EW200 Final Project

Objective: Create an original video game in Python- whatever you want!

Name: Dylan Steidley

Game Title: Onitama

Timeline and Grading:

___: Preliminary Design **(2pts)**

- Hand drawn cartoon of game play (1)
- Graphic assets (1)

___: Midpoint Check-In **(5pts)**

- Playable game, some errors are ok (2)
- Object diagram (1)
- Complete description of game using flow chart, pseudo code, etc. (2)

___: Final Submission **(43 pts)**

- Playable game with no errors (5)
- Clean code structure, multiple files, comments, etc. (3)
- GitHub with descriptive README and >5 meaningful commits (2)
- Code Achievements, see next page (33)
- PASS / FAIL: You must be able to explain all code in your project

Code Achievements – up to 33 points!

You may select any combination of the achievements below to earn 33 points towards your project grade as well as add your suggestions to points below. **You may earn up to 3 bonus points by over achieving** 😊

- **Multiplayer:** Simultaneous players using WASD + Arrow Keys or other input combinations (8)
- **Mouse Master:** Incorporate mouse events in the game play (2)
- **Keyboard King:** Incorporate key press events in the game play (2)
- **Tiler:** Use sprite tiles to create a continuous background or other graphic objects (2)
- **Sound Blaster:** Use sound effects based on game events (2)
- **Level Up:** Multiple game levels or increasing difficulty (4)
- **Healthy Eater:** Collectible powerups provide health or other advantages (4)
- **Looking Weak:** Indicate player status by changing graphics to show damage or other effects (4)
- **Points-R-Us:** Track player score (2)
- **Over Achiever:** Track high score between game plays (4)
- **Physical:** Incorporate some type of physics (gravity, elastic collisions, etc.) (4)
- **Tricky Trig:** Use trigonometry in a meaningful way, it's funner than it looks! (4)
- **Sharp Shooter:** Use projectiles in the game play (2)
- **Terminator:** NPC's move in an intelligent way (track player, avoid obstacles, etc.) (4)
- **Helping Hand:** Help classmate(s) with their games, document with comments (+1 up to 5)
- **Tricky Text:** Use dynamically generated text (not a static graphic) (2)
- **Shifty Screens:** Multiple screens (game play instructions, game over, etc.) (2)

Use this space to add any additional code achievements that you feel deserve points

- **Artist:** Use hand drawn game assets (4)

- **HUUUGE FILE SIZE:** Use more than 50 in game assets (2)
- **Background music:** incorporate background music (3)
- **Class Struggle:** Incorporate several classes(1)
- **Twin stick:** Require use of both left and right hands for gameplay (3)

Add up your total points: 36