# RUNNING RAGE!!!

Our game is a single player 2D game in which the player has to avoid hitting obstacles ( in the sense cars, vehicles and trees) by shifting between the lanes and has to keep going while new challenges like harder combinations of obstacles and the higher speed have to be faced.

- The controls are pretty simple. The player only has to use the left and right arrow keys to shift lanes.
- There will also be the score which will be running and the high scores are also saved.
- This game was built totally based on pygame and uses many of its features.

**Functioning of the game:**

- This game is based totally on X and Y coordinates on the game window.
- The background (which is a road with grass on both the sides) is continuously scrolled downwards to make it appear as if the player is moving forward. This is done by looping the same image behind itself every time.
- The trees are scrolled with the same speed as that of the road and grass so as to make them look stationary with respect to the road. While the vehicles move with a higher speed to make it a bit challenging.
- The player can avoid hitting obstacles by switching between the lanes which is implemented by shifting the player sprite coordinates to a different lane. This switching has been assigned to the left and right arrow keys.
- Collision of the player with the obstacle is checked by comparing the coordinates of the player with that of the obstacle.

- The obstacles are generated randomly by picking one out of the seven possible combinations of obstacles. The trees and vehicles are also chosen randomly from a list of obstacles.
- The speed of the obstacles is increased gradually so as to add a bit of challenge to the game
- The score is displayed on the screen and the top score is also stored in a file.
- There start menu and game over menu have buttons which are also built based on coordinates and have been assigned some function (like play game or quit).

This game is developed by team12 '**Y-Nots!**'.

Background credits : Rohith (IMT2017044)
Sprites and movement credits : Ravi Kiran (IMT2017034)
Menu credits : Mohith (IMT2017512)

## Resources:

Background images and sprites : Google images
Music and sounds : Freesound.org
Functions and libraries : Pygame libraries