Final Game (Burger Flap) Documentation

Import pygame, random, and simpleGE modules

Create the player class, call it BurgerLad

Initialize it, set its image, size, position, and movement speed variable

Define its process class, if space is held down: add upwards force. Constantly add gravity

Set the boundary action to bounce off the borders

Create the obstacles class

Initialize it, make it a gray rectangle, set its position, set it to slowly move to the left

If the obstacle reaches the left side of the screen, reset it and add one to the players score

If it collides with the player, reset the player, score, and obstacle itself

Create a score label

Initialize it, set its text to “Score: 0”, set its position

Create an update score method to call on later, it will adjust the text within the label

Create a high score label

Initialize it, set its text to “High score : 0”, set its position

Create an update high score method to call on later, it will adjust the text within the label

Create the game class

Initialize it, spawn in necessary classes, set the score/high score to 0, split the obstacle

class into an upper obstacle and a lower obstacle.

Create a ‘safe area’ value to be used in the obstacle spawning

Identify all used sprites

Define the obstacle reset method

Set the random spawn range for the top obstacle, and set the bottom obstacle underneath

it with a ‘safe area’ in between

Define the reset score method

Set the score to 0

Reset the score label text to “Score: 0”

Define the reset player method

Set the position

Undo any current forces applied to the player

Define main

Call main