Evan Carpenter

Slide and Catch Game Part 1 Documentation

Import pygame, random, and simpleGE

Class: EasterEgg

A yellow and pink striped egg

Description automatically generated

Initialize class

Load EasterEgg.png as an entity in pygame

Scale image using x and y values

Set the y value for the easter egg to fall from

Add randomization so the easter egg starts at a different x value each time

Randomize the fall speed of the easter egg each time it falls

When the easter egg resets, allow it to fall from the same x position again

Class: EasterBunny

A cartoon of a rabbit holding a red ribbon and a basket of eggs

Description automatically generated  
Initialize class

Load EasterBunny.png as an entity in pygame

Scale image using x and y values

Set movement speed of image

Bind arrow keys to the image so it can move along the x-axis

Left arrow key = Move left

Right arrow key = Move right

Class: Game

A grass field with flowers and butterflies

Description automatically generated

Set background image to FieldOfGrass.png

Set number of easter eggs to appear at one time

Add and define collision