

# HotelSurfer Game



Private

## Kivy

I plan on first learning Kivy's Architecture completely

Install Kivy along with required Packages in Python.

Learn from other Kivy Projects, an example would be learning from the Submissions on the Kivy Contest hosted by Kivy Devs.

Fork Kivy #Comp-130 on GitHub

## Pre-Production

Learn Collision on Kivy since the game requires it

Learn Movement

Learn Gravity

Learn Object or Image Drawing

Design all Images that would be used for the Game. The images include A Surfer, A Hotel, Sharks (green, yellow, red & blue) & backgrounds

## Production

Produce all images using photoshop.

Import all Libraries

Create Folders for Images & Sound

Create a spawner for Sharks and the surfer

Create a image controller

make sure in order to fit  
compliances of android I make the  
code friendly such as putting  
forward instead of backslashes

Graphics Controller implemented

### **Draft product**

Present a draft product to Tutors

Feedback Taken

### **Product**

Present product again to Lecturers

Upload to GitHub

Upload to LearningSpace