**Project Report: RUNing-from-EU**

**Team Members:**

Alexandra

Armando

Guilherme

**Project Overview:**

The "RUNing-from-EU" project is a Python-based game developed using the Pygame library. The game involves a car overdriving obstacles on a road while tracking the player's time and storing their scores. This report outlines the contributions made by each team member in creating the project.

**Contributions:**

Alexandra:

Programming the Concept: Alexandra played a crucial role in designing the overall concept of the game. She devised the game mechanics, including the main objective, rules, and flow of the game.

Editing Visuals: She was responsible for the visual aspects of the game, including selecting and editing the car and obstacle images, ensuring they were scaled appropriately and integrated seamlessly into the game environment.

Presentations: Alexandra prepared and delivered presentations to showcase the project's progress and final outcome. Her presentations highlighted the game's features, challenges faced during development, and the collaborative effort of the team.

Armando:

Programming the Movement: Armando focused on implementing the core movement mechanics of the game. He wrote the code that handles user inputs for controlling the car's movement on the road. This includes handling keyboard events to move the car left, right, up, and down, ensuring smooth and responsive controls.

Collision Detection: Armando also worked on the collision detection system, which checks for collisions between the car and obstacles, triggering the crash sequence and ending the game when a collision occurs.

Guilherme:

Saving and Generating Data: Guilherme was responsible for the data management aspects of the game. He implemented the functionality to save player scores to a JSON file and retrieve them to display the score history.

Score Management: He developed the methods for loading and sorting scores, ensuring that players can see their previous performances. His work allows the game to store the highest scores and display them on the intro screen, adding a competitive element to the game.

**Conclusion:**

The "RUNing-from-EU" project was a collaborative effort that leveraged the unique skills of each team member. Alexandra's conceptual and visual design, Armando's movement programming, and Guilherme's data management came together to create an engaging and functional game. This project not only demonstrates our technical abilities but also our ability to work together effectively to achieve a common goal.