Pygame Ideation

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1. What's the name of the game? (Will help with 2.-4.)
   - ON THE WAY TO "CHEESNEYLAND"

2. What is the topic of the game?
   - Part of speech matching game

3. What are the aims of the player?
   - To assign each word in a sentence to its according syntactic category.
     ie. PRT, ADJ, ADV, CONJ, NOUN, VERB, DET, PRON...

4. What are your rough design decisions?
   - A rat drops into a house that has a ferocious cat, so it needs to run away or find a hole to escape.
   - A whole grammatical sentence starts falling down from the top of the screen, containing each word in separate bubbles.
   - Each sentence has 30 seconds to fall to the ground and within this time limit, the player has to drag all the word bubbles to their syntactic category, which we design as boxes placed at the bottom of the screen.
   - if the player put the word in the correct category, the rat gets one step away from the cat, and if the answer is wrong, or the time is over, the cat moves one step forward to the rat.
   - To win the game, the player needs to correctly assign a certain amount of word bubbles to allow the rat to finally arrive to the hole, which is actually a paradise of cheese "CHEESNEYLAND". Otherwise, if the rat gets caught by the cat, the game is over!

5. What functions/modules can you use from elsewhere, which parts do you need to build for yourself?
   - falling sentence (y speed/vel) + draw + Font…
   - word in bubble
   - mouse motion (mousebutton event)
   - nltk pos tagger
   - how to make the figures move. (chapter 5.)
   - winning and game-over effect.
   - music
     - http://programarcadegames.com/python_examples/f.php?file=background_music.py
   - clock
     - http://programarcadegames.com/python_examples/f.php?file=timer.py

6. In the case of teams: Who is contributing what?
   Hsun: nltk pos tagger, falling sentence, word in bubble

   Hiu Yan: mouse motion (mousebutton event), how to make the figures move, winning and game-over effect, music, clock