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For my External Activity I decided to explore pygame further and create a game inspired from pokemon there is a free roam aspect with a moving 2D map, and a randomized battle system. The game has assets I pulled from a tutorial series teaching people how to build a Pokémon clone, so visually it doesn't stand out though I am proud of the coding systems I put in place for random generation of monsters and a movable map. If I were to expand on this game, I would add in custom 2D pixel art assets, as well as adding in new zones for people to travel to. I liked working on this project because I mainly work with Unity which is a much more powerful software but does not provide the same capabilities as writing 2d Game code in pygame. I think this experience taught me a lot about pygame, and I feel very versed in the library now.

