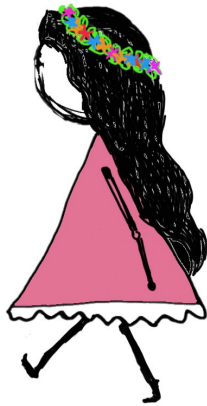


Turkey Trot!



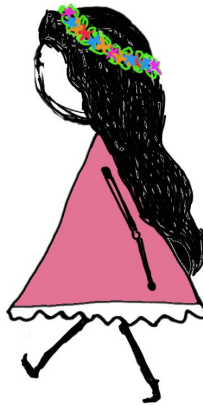
Alex Liu, April Sanchez, Brian Kim,
Jacqueline Mai, Ray Luo, Regina Weinreb



About Turkey Trot:

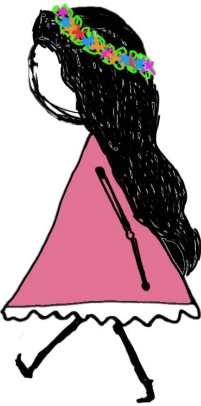


A Thanksgiving-themed side-scrolling game implemented
with PyGame



Goal?

- Save Thanksgiving and have fun doing it!
- Your character is a young girl who must collect ingredients from the forest
- Be careful of those spiders!

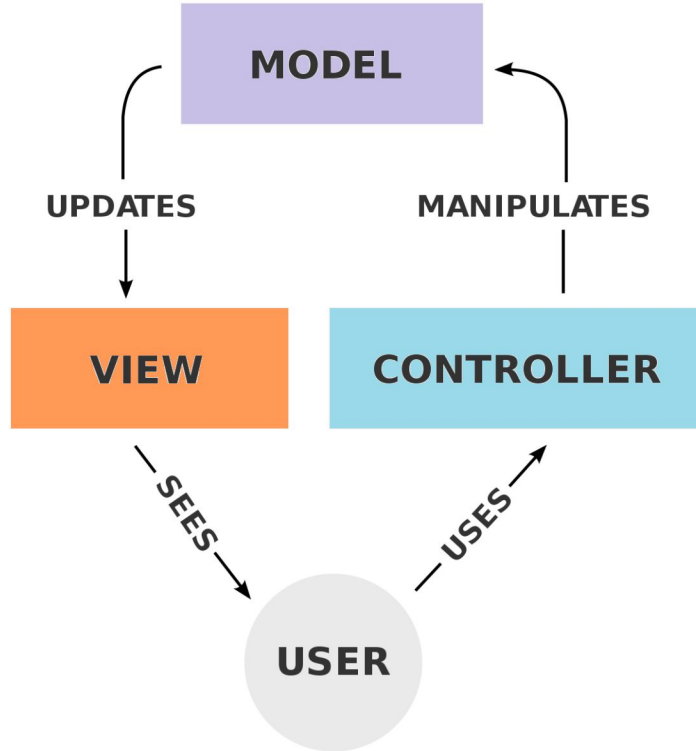


DEMO TIME!

Feature Highlights!

- Pause Menu
- Jump
- Hit indication and immune time
- Level selection and level lock
- Hand-drawn graphics

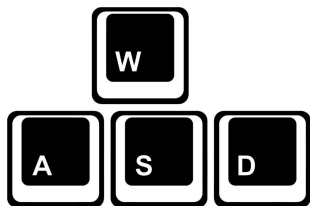
Architecture



Models

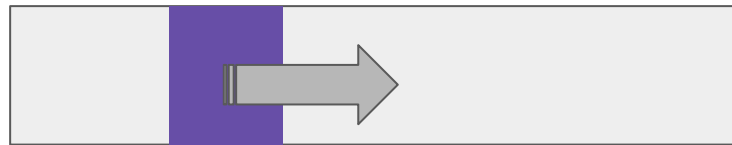
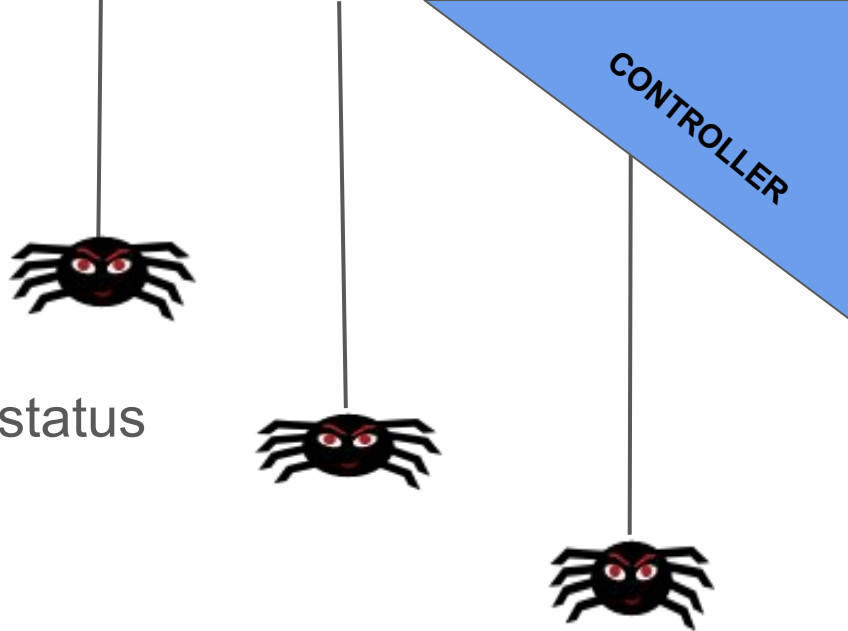
- Each maintains its own position, dimensions, and attributes, but has *no* information about other objects

MODEL



World

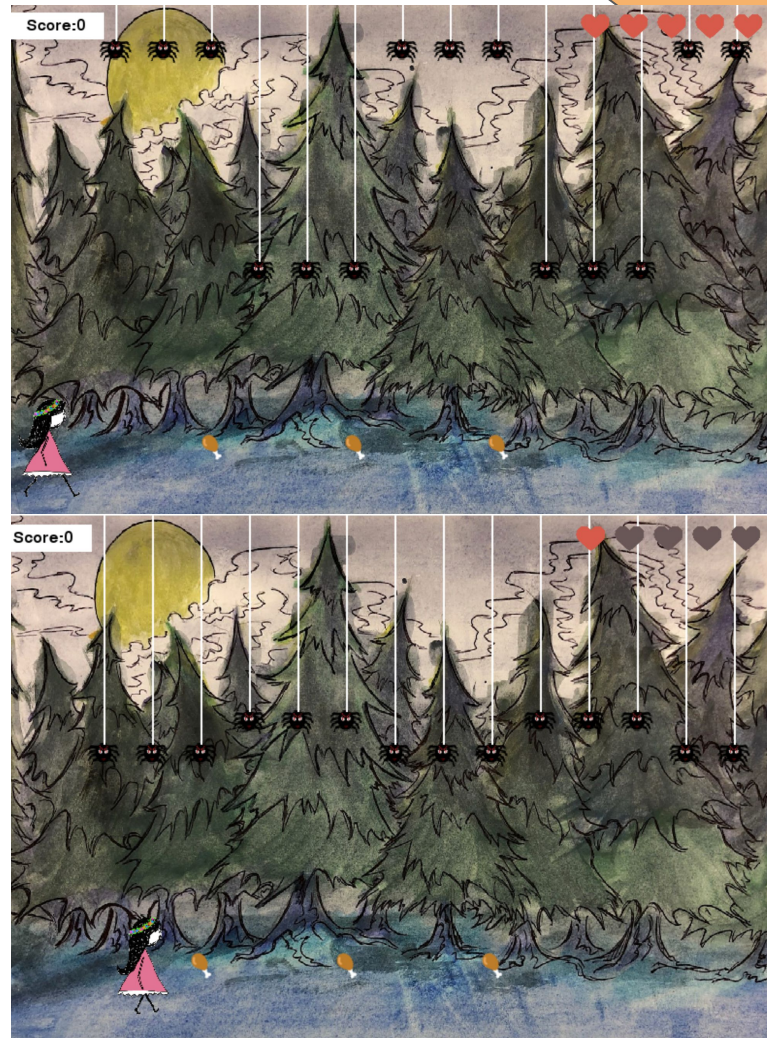
- Core game logic
- State and level code to track player status
- Handles everything mechanical:
 - Triggers corresponding functions when objects collide
- Scrolling with the Ground class



"Moving" visual frame

Display

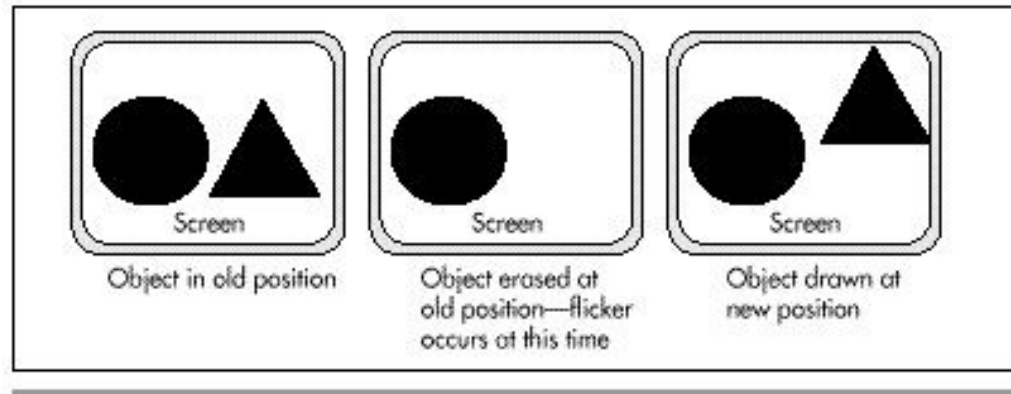
- Maintains and updates everything non-mechanical
 - Graphics and sound
- Gets info from the world in the game loop and renders everything based on changes between cycles



VIEW

More Time?

- Efficient graphics
 - Dirty Rects!
- More levels and interactions
- More playtesting and improved game design



Challenges

- Maintaining MVC architecture throughout production
- Design challenges: solidifying the concept and mechanics of the game



Honorary Mentions

- Special thanks to:

Scott Chow



Professor Conrad

Professor K

Professor Wang



