

Team Arcade

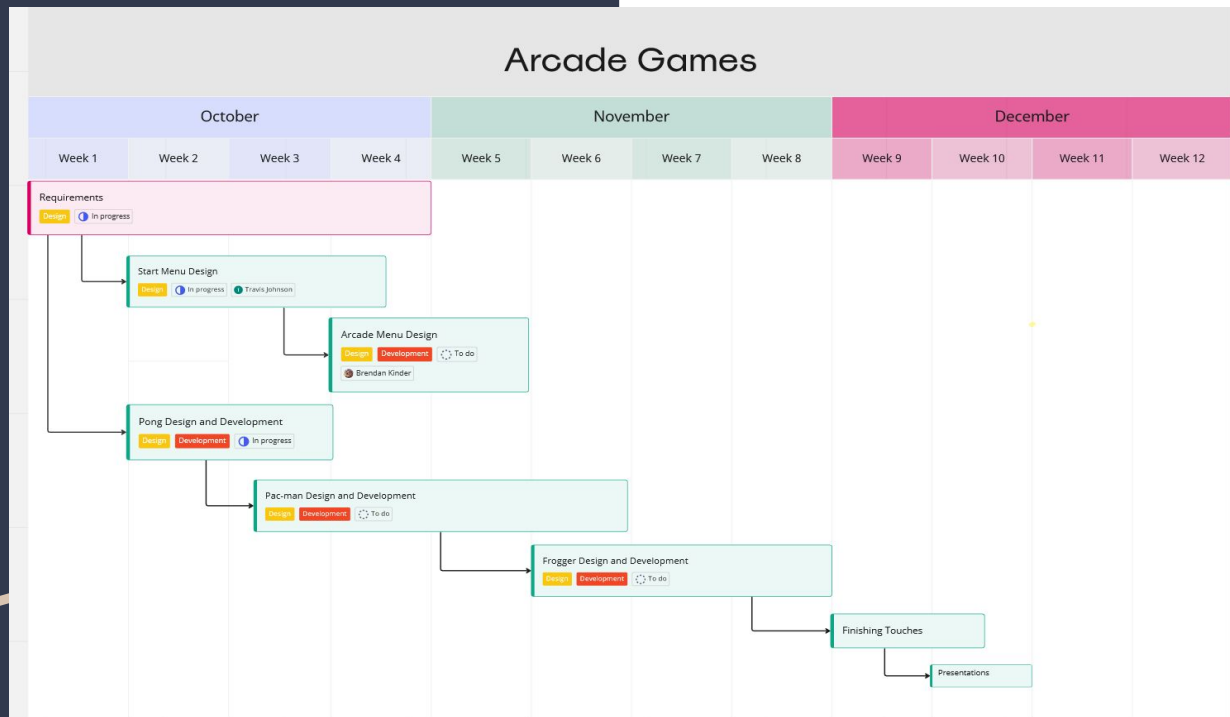
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Project Description

- Team Arcade created a project that was, well, an Arcade. More specifically, an arcade with fancy menus. We created a project that includes states that allow the user to swap between multiple screens including our menus and games.
- We have a working settings page that allows the user to change their controls, these controls work universally throughout the project.
- We were able to include two games, Pong and Pacman. Both have working functionality, they work like they are Pong and Pacman. Even with a pause menu that allows access back to the main menu.

Project Time Goals



What was it like to code in Python?

- 3/4 of our team members had little to no experience coding in Python.
- Thankfully the Python syntax is easy to understand and much easier to work with than Java.
- Python is user-friendly. Images and Sounds are customizable making it easy to implement.

Did we reach all of our goals?

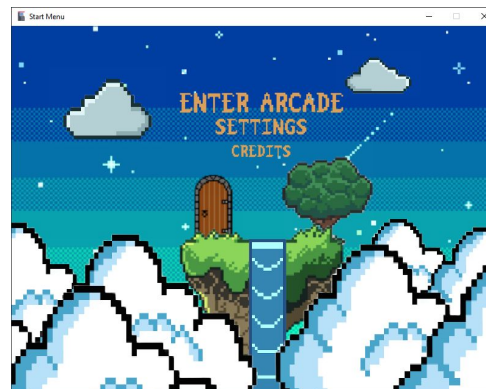
- NO. We definitely overestimated the amount of quality work that we could get done.
- We didn't anticipate the amount of work 3 functional games and multiple menus would be.
- A lot of our time went into menu creation and switching between states despite the purpose of our project being an arcade.

What has changed since the midterm?

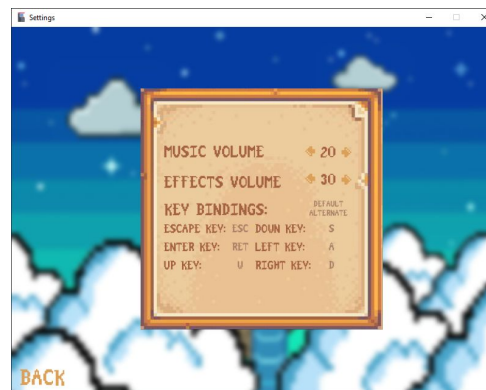
- Making a system that our entire project could work with was what took most of the time between the midterm and now.
- Functioning states that we have created since the midterm:
 - Start menu
 - Settings menu
 - Credits menu
 - Arcade menu
 - Pong game
 - Pac-man game
 - In-game pause menu

Completed Menus

- Start Menu:



- Settings Menu:



Completed Menus (cont.)

- Arcade Menu:

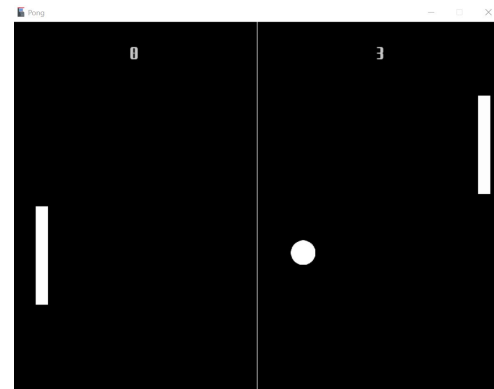


- In-game Pause Menu:

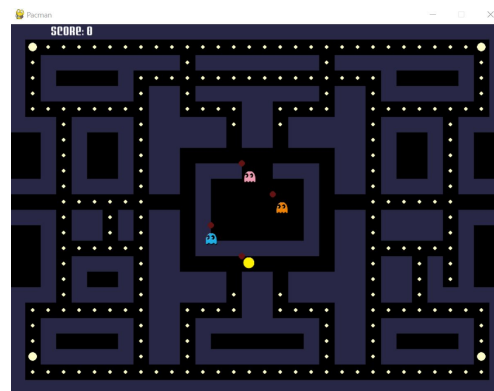


Completed Games

- Pong



- Pac-Man



Jayson

How to run

- Clone the github repository:
<https://github.com/Jayson729/GVSU-CIS350-Team-Arcade>
- Download python3 and pygame
- Run