| **External Comments** |
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| This project is a combination of all the things we have learned in the course. I made use of custom methods, events, input, output, for loops, conditionals, etc. There are a total of six forms (StartingScreen, Level1, Level2, Level3, GameOver, VictoryScreen) as shown in the screenshots of the program. The game is a game where you collect all the crops before the timer runs out (or before the player intersects with an enemy). There is a special feature where the farmer can place a hay bale in front of wherever they are facing. The hay bale acts as a barrier and will not allow any rectangles to run through (players and enemies). The only known error with the hay bale is that it can be placed inside the walls.    This is not a huge error as the player can simply press spacebar to relocate the hay bale. The movement is 4 directional to avoid diagonal movement and issues regarding walls and impassable objects. The crops are in a list and upon intersection with the player, will be removed from the list which removes it from the screen. There are no known logic errors and runtime errors. There are implementations of the audio player to play the background music, but the sound player is used for the sound effects and .wav files. All resources taken from online are royalty free (includes graphics and sounds). |
| **Screenshots of Program** |
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