

A collection of approximately 12 colorful plastic dinosaur figurines of various species, including T-Rex, Triceratops, Stegosaurus, and long-necked sauropods, are scattered across a solid pink background. The figurines are in various poses, some standing and some in motion. The background is decorated with white dashed wavy lines in the top-left and bottom-right corners, and a solid red wavy line in the bottom-right corner.

Dino Dig Adventure!

Lost Relics

Joey Barrientes & Nathaniel Herrera

What is Dino Dig Adventure?

- + Dino Dig Adventure is an homage to this year's hackathon. Inspired by a land long before time.
- + It is a pixel-action/puzzle game that is developed strictly using Pygame and the primary objective is to unravel fossils while evading aggressive dinosaurs.
- + Dino Dig Adventure utilizes all handmade/unique assets while maintaining a high level of execution.

How does it work?

- + Dino Dig Adventure uses sprites and object collision to manipulate data to either lose points or gain points.



What is our main influence?

- + As previewed, Dino Dig Adventure is a mash of an iconic game such as Vampire Survivors, which features a timed survival and multiple waves of monsters.



How we built it.

- + Dino Dig Adventure was built using pygame, which is a library in python.
- + Utilized many Pygame and python functions, and created out own characters and object sprite assets

```
# Initialize pygame  
pygame.init()
```

Accomplishments that WE are proud of.

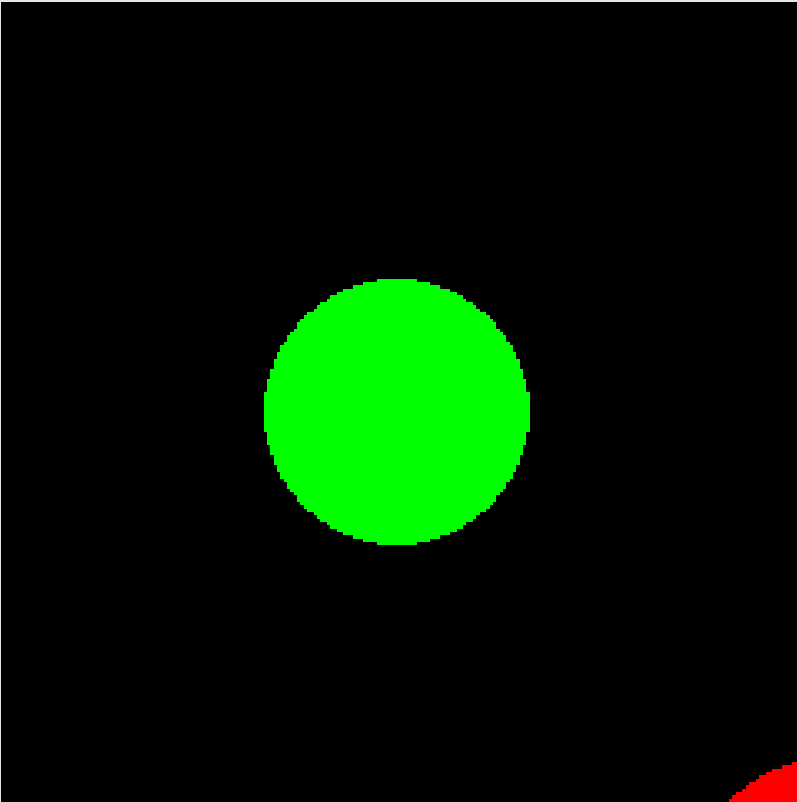
- + We are proud we were able to develop a functioning game that we both enjoy in under 24 hours with very little experience.



Challenges We Came Across

- + Certain Pygame functions/mechanics were difficult to use, understand, and implement into our game.
- + For example:
 - Getting sprites to move and behave correctly
 - Implementing scoring/progressive gameplay
 - Designing our own character sprites

What we learned.



- + During our 24-hour coding session, we were able to develop a solid understanding about collisions between two objects or more.
- + In-depth implementation of the pygame library in python.
- + Sprite manipulation.
- + Video game mechanics.
- + Mouse cursor/pointer manipulation.

What's next for Dino Dig Adventure

- + Moving forward from this experience, we are fully confident in our programming and game development skills.
- + We plan to pivot this event and game into future Hackathon and computer science events as well.
- + Apart from this game, we plan to use the various skills learning from this experience and apply them to our future learnings as well.