Project 4

We (Omar Youssif and Julian Jacklin) have made an arcade video game named Jumpy. It’s a platform-based game, where you start off with two players and your objective is to get to the door. There is a coin you can collect in your inventory to allow you to double jump and there is a key you need to unlock the door.

We did this project by assigning tasks for each other and having a few sessions where we work together in person and try to help each other with issues we’re facing. Omar has done collision physics, coin, door key, debugging, and combined the code together. Julian has made the frame/window, rendering, floor, platforms, door, double jumping, gravity, and key inputs.

We mainly relied on tkinter, Game.py, and geometry.py files that were already provided. It has been tested to work and will need Python 3.9.6 to run. You can run the game by going to the directory where the folder is saved and typing ‘python3 Jumpy.py’.

We have

* basic platform (12 points)
* game pause/resume (4 points)
* status (4 points)
* win (4 points)
* limited power (4 points)
* prizes (4 points)
* pickup/dropoff (3 points)
* containers (3 points)
* game over/you win (4 points)
* multiplayer (4 points)