Brief description

This project is made using pygame. The genre of this game is beat em up, with w,a,s,d controls, a jump key, combos and AI enemies. The style is centered around the video series “MADNESS combat” while the artstyle of the game is centered around another beat em up game called “River city girls”. The program uses multiple classes, movement options, gravity, enemy AI and spawning, Spritesheet filtering and a Gallery where when you defeat enemies you get their entry of them where you can read about their stats and stuff

Inspiration:
Again, This game was heavily inspired by the game “River city girls”. Odd name but the gameplay itself was really fun for me. The characters are also based on MADNESS: Project nexus specifically from the faction N51 and MERC. I really liked both of these games and wanted to make a sort of “Collab fan game” and I thought this was the perfect opportunity to do so

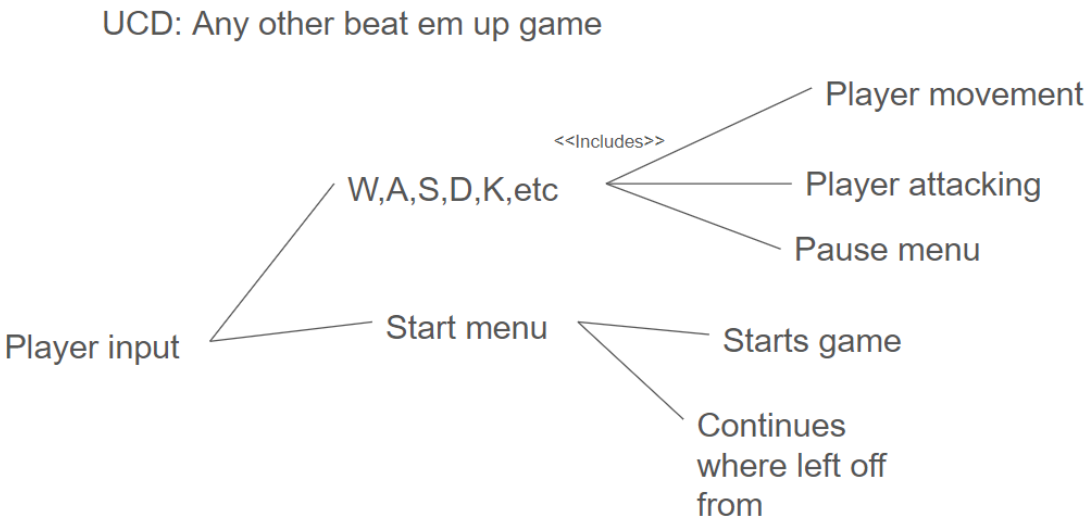
Similarities:

River city girls 2 gameplay:

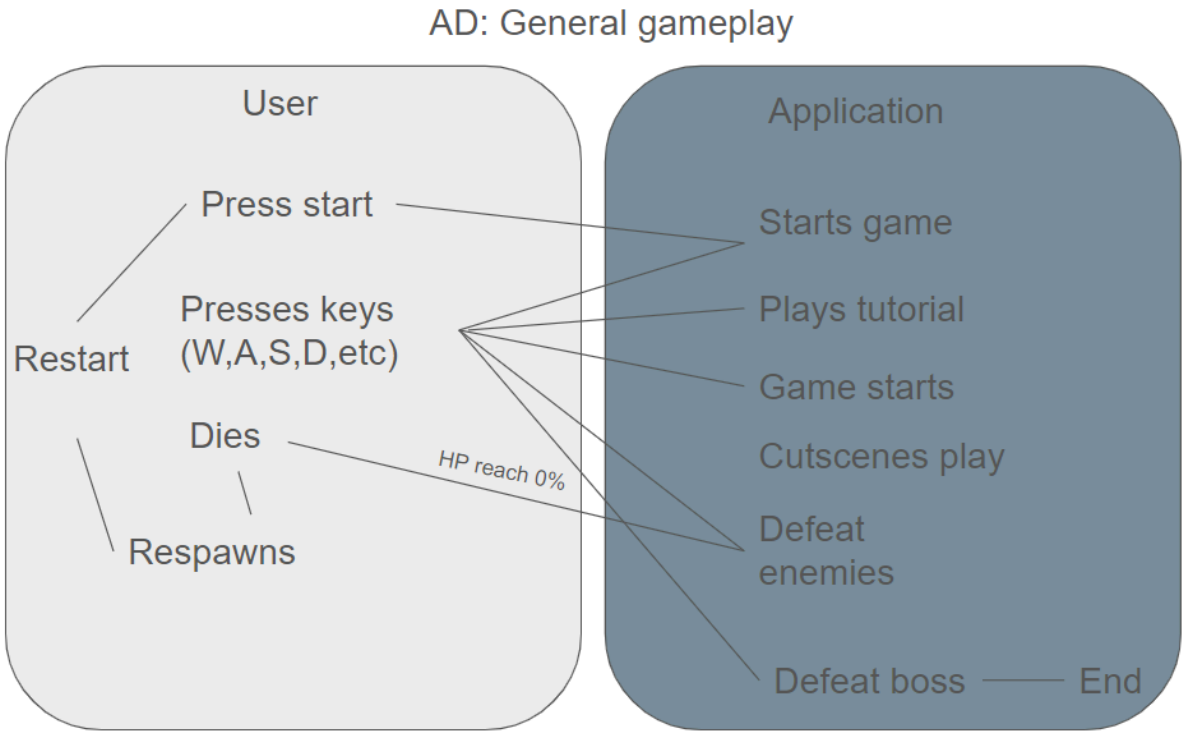
My game concept art


N51 Commando in MADNESS:Project nexus

Use case diagram



Activity diagram



Class diagram

As this is very very incomplete even with the extra time given, there are only 2 classes

Spritesheet class - this class is used to cycle through spritesheets.

Lets use this sprite sheet for example, the unique thing here is instead of having multiple images saved in their own individual files, we save it all in 1 sprite sheet. We cycle through them using a list and an action variable.Lets say the List is [4,4,6,1], [Idle,Walk,Attack, hurt] in that order. For each key press lets say “D” for right. The Action variable is set to 1, in this list, 1 is the walk cycle so the walk cycle plays. How will it work for the left? We use the pygame.sprite.flip function.

Player class- This class contains code for player movement. So far I only put it in a red box for testing. But it uses the standard W,A,S,D keys. The movement speed is predetermined with a variable. You can change it as much as you want whether you want to make it as slow as a snail or faster than any spacecraft known to mankind

Modules

Modules are necessary for the game and other functions to run

Pygame-The start to all pygame made games. It is necessary as it allows code such as pygame.display or the blit function to allow images and the screen to be displayed

Mixer- Mixer is necessary to play music in games, or what was supposed to be in the game.

Py_vid_player- Used for playing videos in the game

Essential algorithms

Video player:

Py_Vid_Player.py > ...

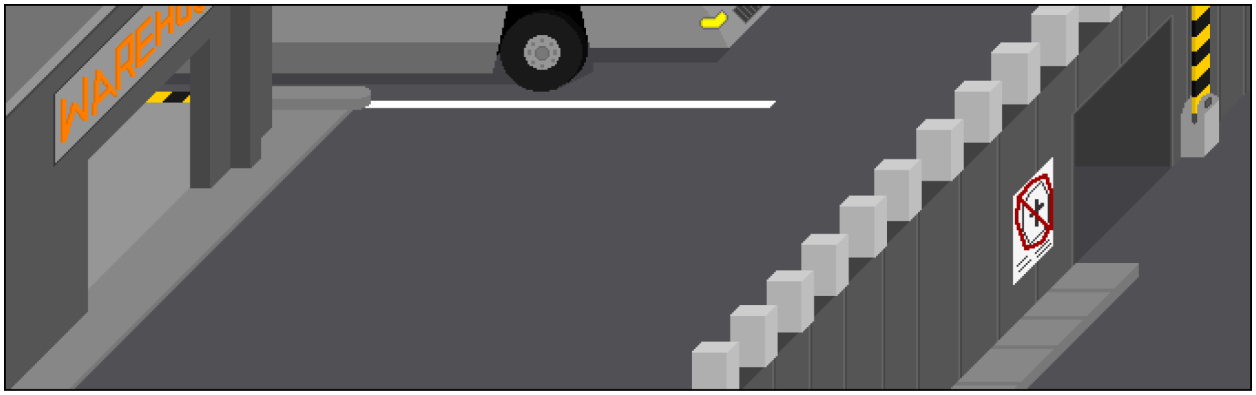
```
import pygame
import os
from ffpyplayer.player import MediaPlayer
from ffpyplayer.tools import set_loglevel
from pymediainfo import MediaInfo
from errno import ENOENT

class Video:
    def __init__(self, path):
        if not os.path.exists(path):
            raise FileNotFoundError(ENOENT, os.strerror(ENOENT), path)
        set_loglevel("quiet")
```

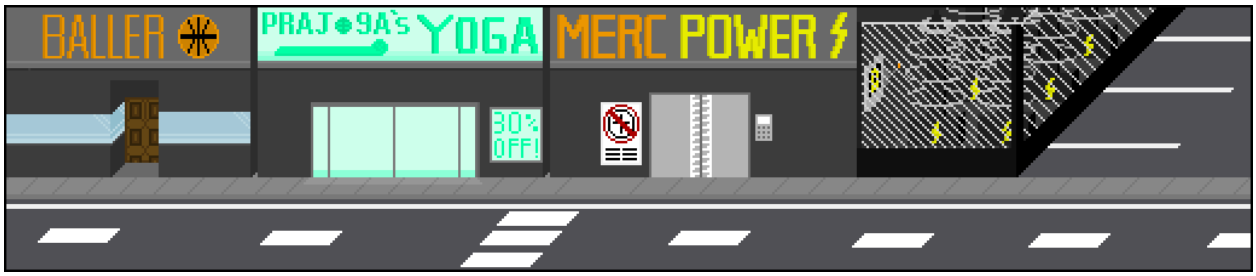
This massive line of code was used to play the video for the start of the game. It was copied from the github https://github.com/anrayliu/pyvidplayer

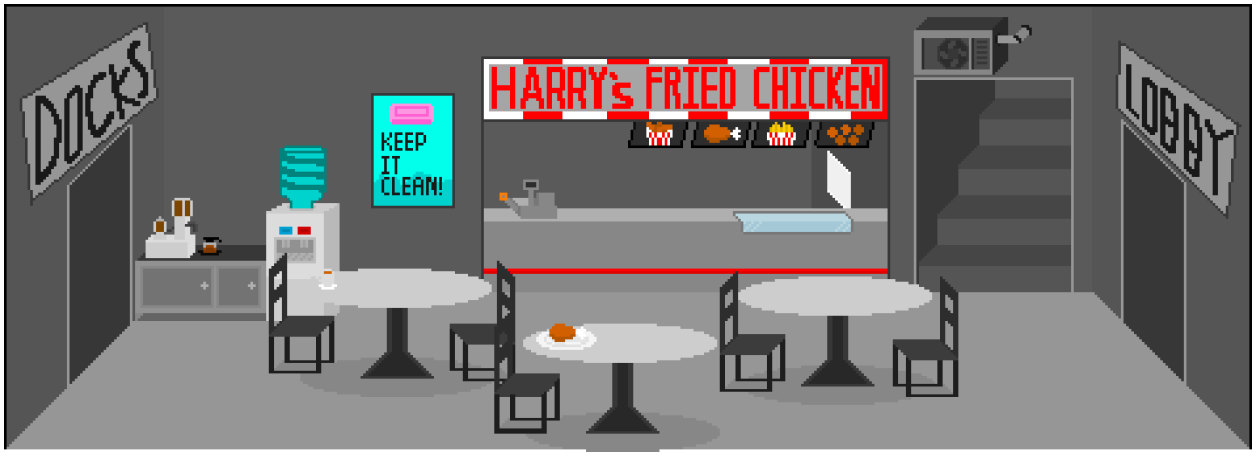
Screenshots

Title screen

Some of the levels supposed to be put in the game






DOCKS
HARRY's FRIED CHICKEN
KEEP
IT
CLEAN!
LOBBY


LOADING A1
↙LOBBY

Spritesheets of enemies and players

PS: These were all drawn by me so no plagiarism pls :)

Lessons learnt

I've learnt a lot about pygame with it's upsides and downsides, I've also learnt that I should really shorten my project length expectations even though I have a well thought plan on how to finish it, outside difficulties like competitions,holidays forced by parents or general burnout have made thing much more harder than supposed to be. From the start I told myself "If I have fun doing it then it'll be a breeze" I had fun, but it was not close to a breeze, more of a avalanche for stress and caffeine

But it was a lot of fun drawing all these sprites and learning these cool new tricks from pygame. I guess I should really underestimate my coding capabilities as this is just the first year. While I am definitely getting a low score, I learnt my lesson to keep things manageable to a certain limit.

PS: There's another file that has all the plans of the characters personalities, voicelines, cutscene ideas and other stuff