

Project 15 - EPIC PyGame Challenge

(1)

Goal: To develop a game to teach users how to use Python and to develop fundamental computing skills.

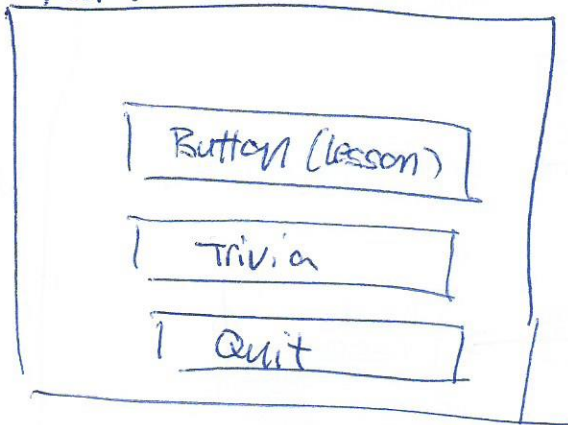
To learn Python while making the game

Overview: The game is composed of 3 states

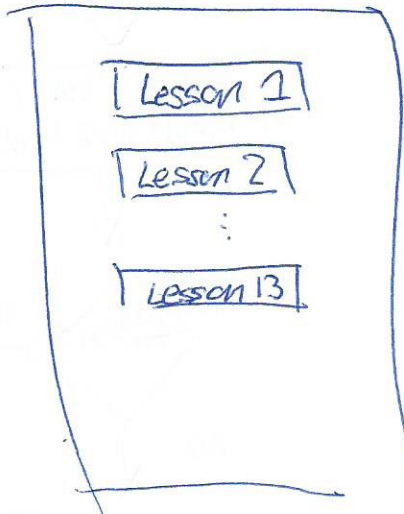
- ① Menu: allows users to switch b/w states
- ② Lesson: allows users to learn Python via interactive lessons w/ Professor Sensei.
- ③ Trivia: Fast paced trivia game where the receptivity of on-screen characters change depending on the # of questions the user gets right.

Displays:

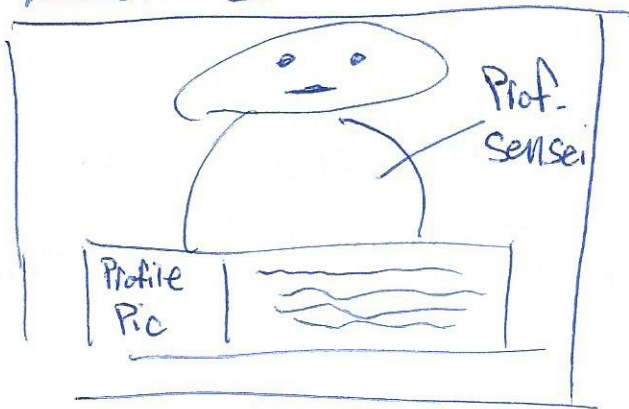
Menu 1:



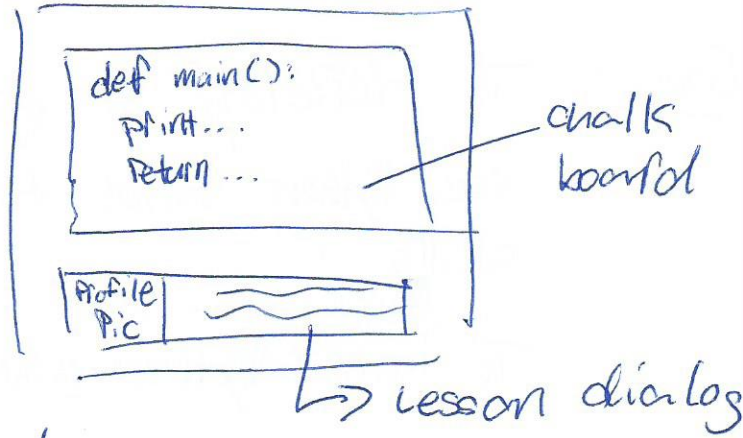
Menu 2:



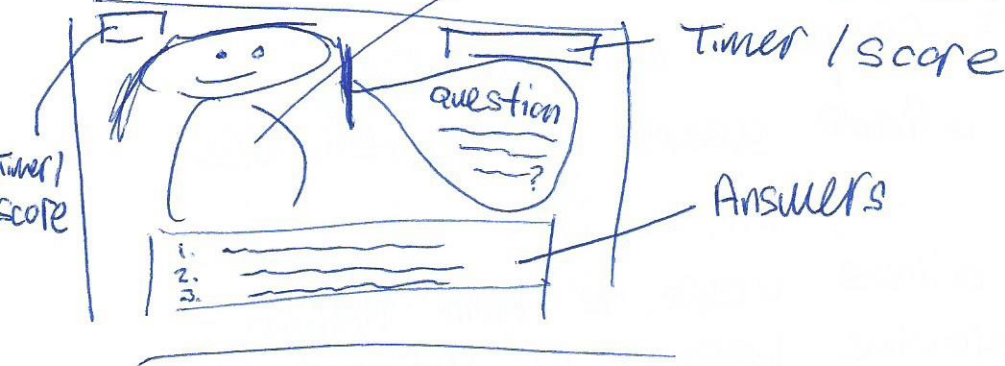
Lesson 1:



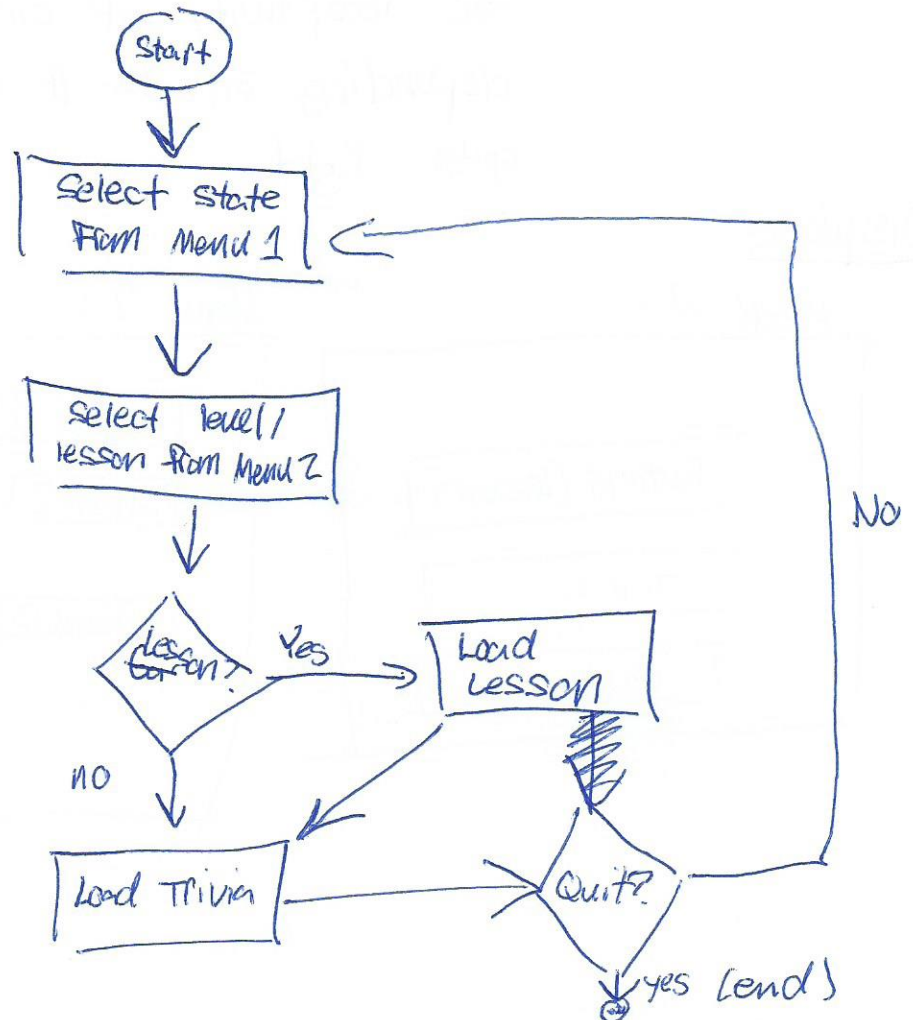
Lesson 2:



Trivian 1: on-screen character.



Game states:



Characters : (Graeme \Rightarrow consult with) (3)

- ① Professor Sensei :
 - ② Girl 1 :
 - ③ Girl 2 :
 - ④ Boy 1 : (?)
 - ⑤ Boy 2 : (?)
- * What are the characters like? Personality, speech patterns, etc
- * Types of girls?
- \Rightarrow How far do we want to take the sex appeale?
- if we choose to include boys, we will need to know what ~~to~~ will appeale to female players
- \Rightarrow Research

Dialog / Scripting :

- All scripts for Lesson will need: Lesson Script Creator :

- ① Background Picture
- ② Foreground Picture
- ③ Speaker profile picture
- ④ Dialog / CHARACTER NAME
- ~~⑤ Linear?~~ ~~⑥ Refer~~ (could reference if time permits)

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Button	

- All scripts for Trivia will need: Trivia Script Creator

- ① Background Picture
- ② Foreground Picture
- ③ Profile Picture
- ④ Question (4.5) selections
- ⑤ Answer
- ⑥ Time limit

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