

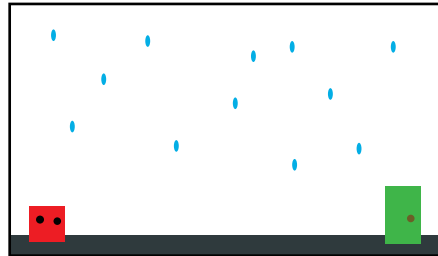
# Intro to Programming - Assignment 1:

## Dodge the Rain Drops

### DESCRIPTION

Create a small game where the player has to dodge rain drops in order to get through a door to safety.

Example:



Submit your project folder, zipped, through email to the instructor.

If you have questions about the assignment please post them on the Discord!

### PROJECT REQUIREMENTS

#### Grade C

These are the minimum requirements for receiving an C on your assignment.

Your program should include:

- A player that moves back and forth using A and D keys.

- When the player collides with a rain drop they return to the starting location and the raindrop is destroyed.

- When the player collides with the door they are returned to the starting location and their score is increased by 1.

- Rain drops are spawned by a rain drop manager object and are destroyed when they collide with the “ground”. They do not wrap.

#### Grade B

These are the minimum requirements for receiving an B on the project.

Your program should include all of the requirements for getting an C, as well as:

- Add a small sprite animation to any aspect of the game.

## **Grade A**

These are the minimum requirements for receiving an A on the project. Your program should include all of the requirements for getting an B, as well as:

The rain drop manager object can set the rain to fall straight down, or diagonally left or right. Rain changes direction after a certain number of points have been scored.

## **Grade S**

These are the minimum requirements for receiving an S on the project. Your program should include all of the requirements for getting an A, as well as:

Add a dog character that starts to chase the player after several seconds, and will reset itself and the player if the two collide.