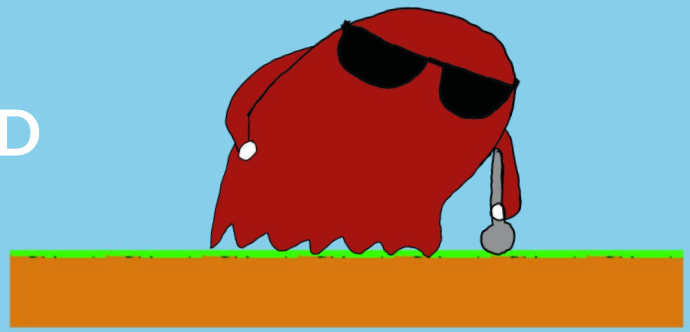
“Frijole Fiasco”, or

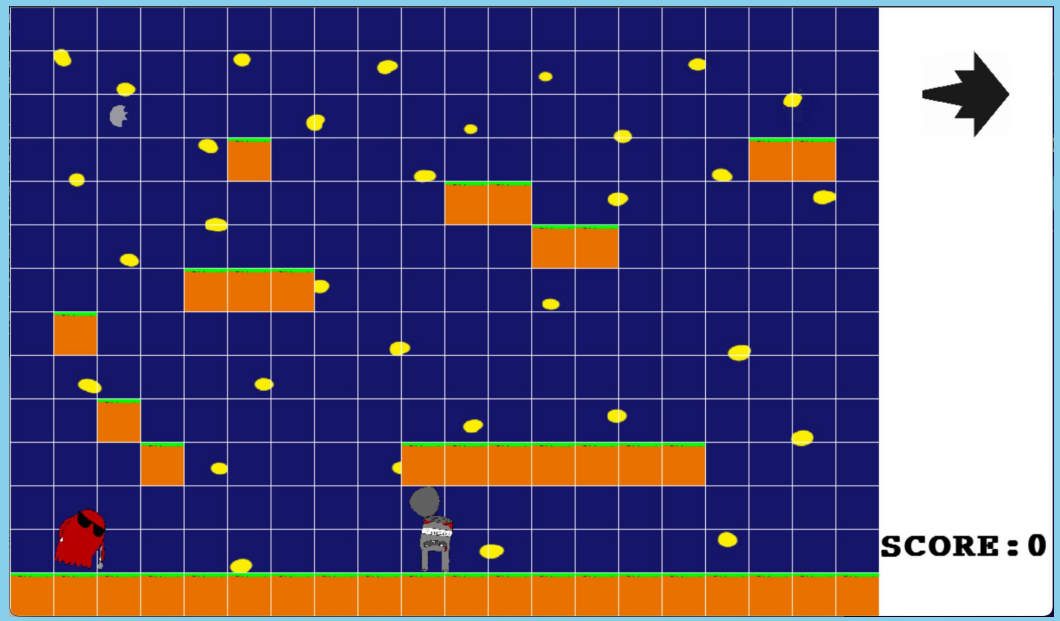
WELCOME TO:
BEAN THING!
(working title)



By: Nolan, Atul, and JD

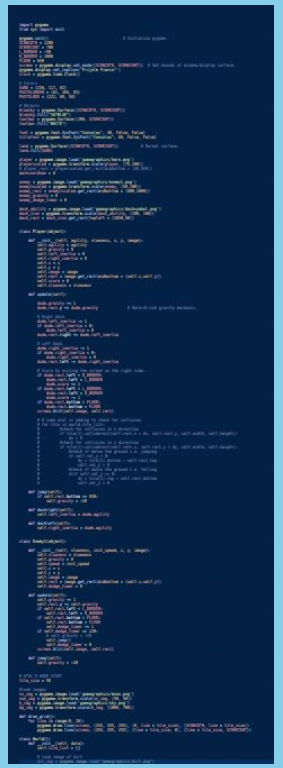
The Game

Our game is Frijole Fiasco! You play as a half eaten bean in a zombie outbreak where your only movement is dashing left and right. You earn points as you pass to the other side of the screen, while avoiding enemies. At a certain point, the enemies will increase in speed.



The Code

- Classes were created for the game-world, the player, and the enemy.
- Compared to the player class who was given free range of movement, the enemy's movement was set to a jumping pattern and a variable movement speed.
- Made good use of game states, or multiple different game loops for different "screens".
- Atul was able to create a fully programmable game-world with different sky and terrain blocks.
- Comments help to organize and state the use of different code snippets, especially when combining multiple peoples' work.
- Nolan - Working process was to first create mechanics that work, and then carefully simplify and integrate it into where it needed to go (i.e gamestates, classes, etc etc.)



Gravity?

```
def update(self):

    dude.gravity += 1
    dude.rect.y += dude.gravity             # Natural-ish gravity mechanic.

def jump(self):
    # if self.rect.bottom == 650:
        self.gravity = -20
```

```
# Right Dash.
dude.left_inertia -= 1
if dude.left_inertia < 0:
    dude.left_inertia = 0
dude.rect.right += dude.left_inertia

# Left Dash.
dude.right_inertia -= 1
if dude.right_inertia < 0:
    dude.right_inertia = 0
dude.rect.left -= dude.right_inertia
```

Our Dynamic

- Nolan and Atul focused on programming, while JD worked on art/graphics for the terrain, background, and players/enemies.
- JD makes all his commits to the “gamegraphics” folder, uploading images and assets for use in the game.
- Atul and Nolan worked on different files and would periodically combine their work.
- Nolan worked on the player code and the movement mechanics. He also worked on the enemy. Atul primarily worked on the background and collision mechanics.

gamegraphics	jumping enemy
GameStateUpdate_11.29.pdf	uploading milestone update for Tuestay 11/29
README.md	Create README.md
background.py	Update background.py
background2.py	fixed some errors with atul
background3.py	Update background3.py
maingame.py	added start screen
proposal.pdf	adding proposal.pdf
test.py	Update test.py

Our Schedule

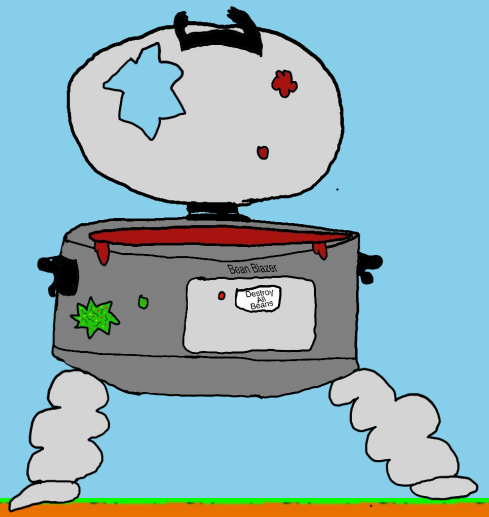
We stayed on schedule for the most part. After thanksgiving, we realized how much time we had left, and we started to move a little faster. We met up after class sometimes to discuss what needed to get done. JD had finished the final graphic for the game within the second to last week of development. Nolan had optimized the resolution after testing it on JD's computer we found out it was too big for smaller computer screens around the same time as well.

There are still a lot of things that we want to add that we couldn't because other things aren't working. We wanted to add more enemies (JD drew a broccoli with realistic human legs) and more levels, but we couldn't get the existing ones to work.

Future Ideas

- More enemies
- Sound/Background Music
- Making the world bigger so that we can

  add more enemies and a final boss ⟶



Key Takeaways

We learned to never complain about game dev again and we now understand what it takes to develop a game.

Atul:

- I no longer want to be a game developer
- I hate pygame
- It would've been a lot more fun if everything worked as planned, but it really helped open my eyes to all the possibilities through programming (corny but true)
- Made me more interested in programming (but not pygame or related things)

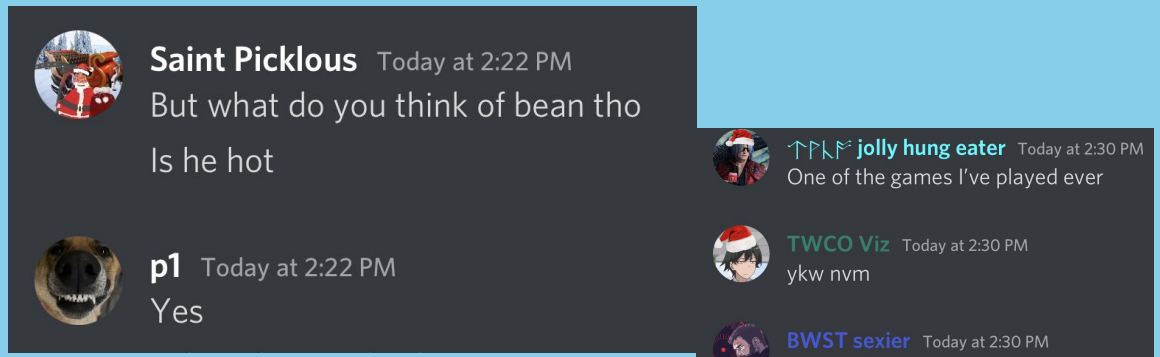
Nolan:

- Learned the importance of organization in code
- Underestimated effort that goes into simple games
- Became uncomfortably familiar with programming classes
- MERGE. CONFLICTS. COMMUNICATION.

JD:

- I am much better at graphics than coding
- DON'T FORGET TO PUSH GRAPHICS BEFORE PULLING SO WE DON'T THINK THE GAME BROKE
- Made me want to learn more how to make a game
- Anti-cheat

Thank You!



(sprites used in beta)