

## CMSI 1010

### Original project:

We completed all of our objectives for what we wanted in the game. We got movement down and the character visuals. We worked hard on the direction of the character because of how we had to code in the gravity when you would jump. At the beginning stages of the game were created, and at first, we only had platforms, and if you fell off the forum, you would fall into nothingness, and you would have to close the program and restart. In the complete game, we created water as a boundary where you would die if you touched it. If we had more time we could have added in more soundeffects or even graphics, but in all, we are satisfied with the work that we have done.

### Who did what:

Jillian- menus.py, font

Kenny- main.py,graphics,timer.py

Vahan-level.py, settings.py,tiles.py, support.py

### Difficulties:

Our group faced some difficulties with pygame itself. Since pygame was entirely new for our group learning the way it works and its intricacy, we overcame that boundary by looking up how to do it on stack overflow, or we just used youtube to look up the errors that we were getting. Another thing that we needed help with is the error checking for our between-level screens. We would write the code, but the problem was that we had to complete the level every single time to see if the code worked. We often got to that last point and it just turned the whole game off. We fixed it, but we got good at that first level.

### User's Manual:

To run the code you have to first clone the repository to your local computer and navigate to the code folder. After navigating to the folder you should run the main.py file using the command: python3 main.py.

### Any code acknowledgments:

The project required a lot of research. To finish it we watched a lot of videos in YouTube and read a lot of code from StackOverflow.