

The background of the slide is a dark blue gradient with a subtle pattern of small white dots, resembling a starry night sky. On the left and right sides, there are stylized green stems with clusters of purple flowers. The flowers have a simple, five-petaled design with black outlines and small black dots in the center of each petal. The text 'FREEDOM FRIDAY' is centered in the middle of the slide in a white, sans-serif font. Below the title, there is a thin horizontal line, and then the name 'LEANNA SZYPOWSKI' is written in a smaller, white, sans-serif font.

# FREEDOM FRIDAY

LEANNA SZYPOWSKI

## WHAT I DID:



- Python – Using PyGame
  - Shooter game
  - Clicker game



- A little bit of Blender
  - Dragon head



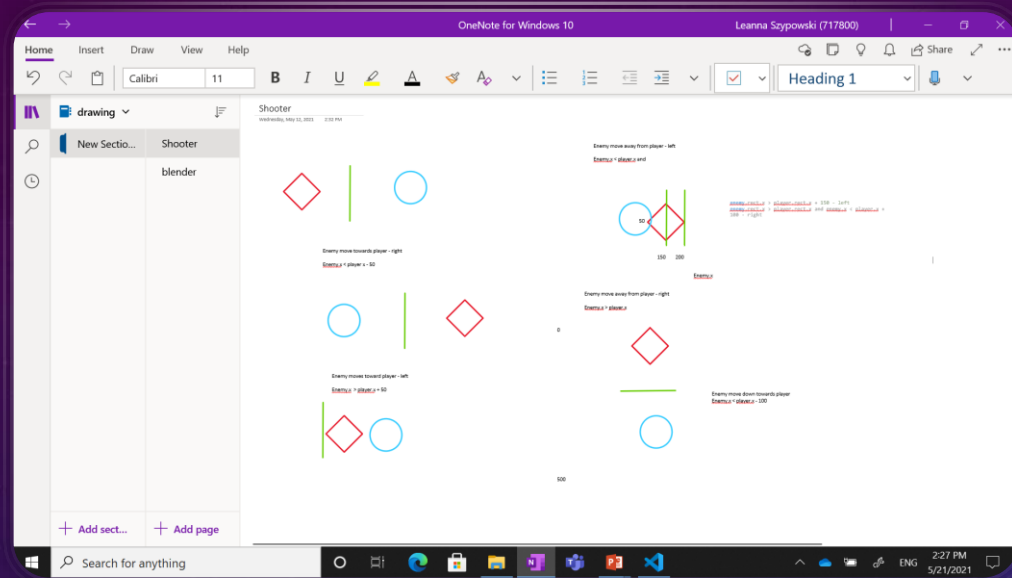
- Digital Art – MediBang Paint
  - Various drawings

# PROJECT #1: SHOOTER GAME

- Worked on a shooter game
- Actually learned how classes worked
- Sprite rotation
- Movement system

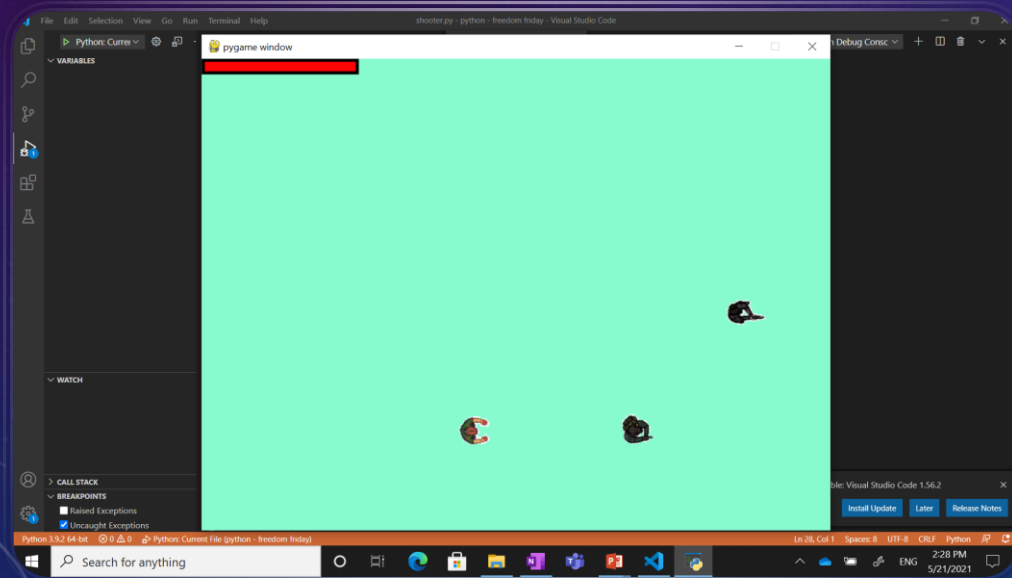






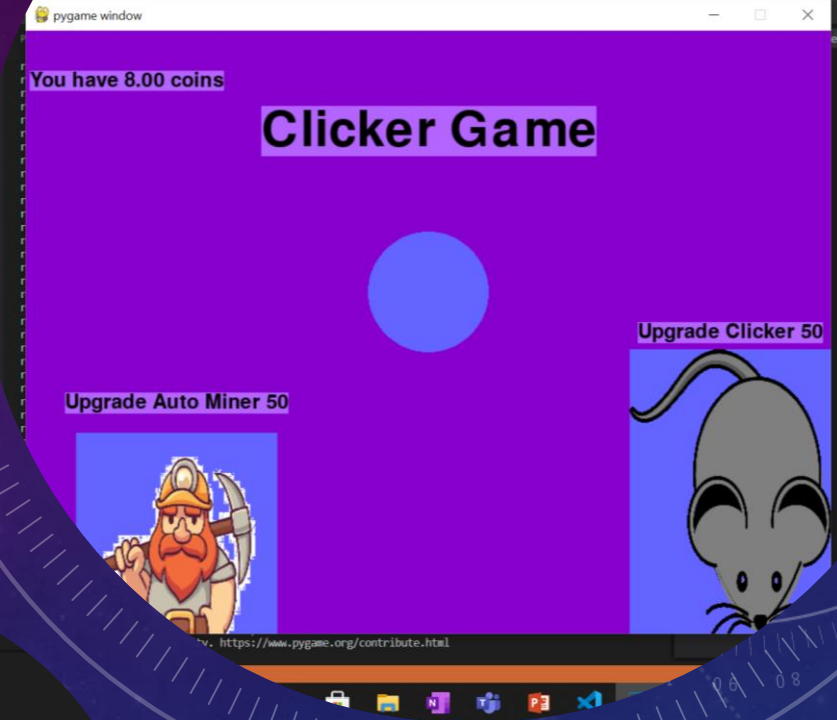
# PROJECT #1: SHOOTER GAME

- Cool health bar
- AI = *frustration*
- Distanced AI & Chase AI
- Smashed head into keyboard too many times
- Made really crude diagrams to help code
- Demo -> shooter.py



# PROJECT #2: CLICKER GAME

- Made a very simple clicker game
- Mostly finished
- Learnt about mouse events
- Better changing text
- Looks a bit ugly
- Demo -> simpleclickergame.py



```
simpleclickergame.py
running = True

# game loop
while running:
    for event in pygame.event.get():
        # sees if you should exit the game
        if event.type == pygame.QUIT:
            running = False

        # if mouse is down/is clicked
        if event.type == pygame.MOUSEBUTTONDOWN:
            # gets mouse position
            mousePos = pygame.mouse.get_pos()

            # range for mouse clicks, add mouse coins to coins
            if mousePos[0] >= (350, 0) and mousePos[1] <= (450, 0):
                coins += mouseCoins

            # gets cost to upgrade mouse and upgrade if enough coins
            if mousePos[0] <= (800, 0) and mousePos[1] >= (600, 0):
                if coins >= cost:
                    coins = coins - cost
                    cost = cost * 1.5
                    mouseCoins = mouseCoins * 1.1
                    cost = round(cost, 0)

            # gets cost to upgrade miner and upgrade if enough coins
            if mousePos[0] >= (50, 0) and mousePos[1] <= (245, 0):
                if coins >= cost2:
                    coins = coins - cost2
                    cost2 = cost2 * 1.5
                    autoCoins = autoCoins + 0.5
                    cost2 = round(cost2, 0)

            # win condition
            if coins == 1000000:
                print("You Beat the game")
                running = False
```

```
simpleclickergame.py
# adds a clock
clock = pygame.time.Clock()

def DrawText(text, textcolor, rectcolor, x, y, fontsize):
    font = pygame.font.Font('freesansbold.ttf', fontsize)
    text = font.render(text, True, textcolor, rectcolor)
    textRect = text.get_rect()
    textRect.center = (x, y)
    screen.blit(text, textRect)

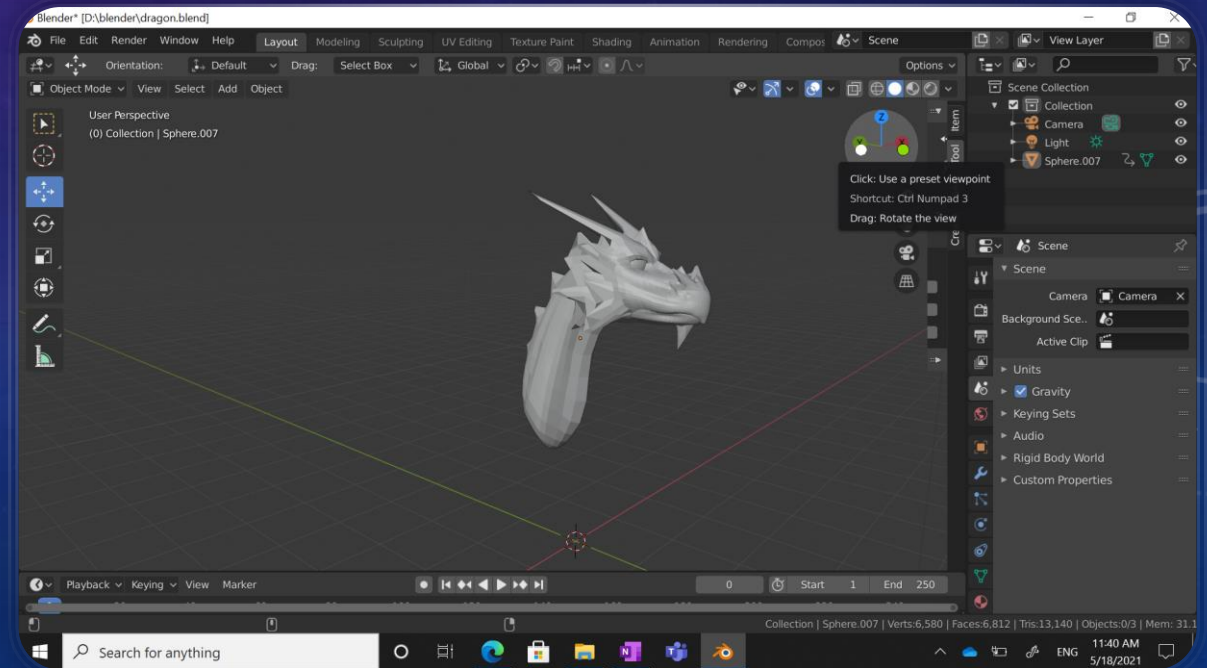
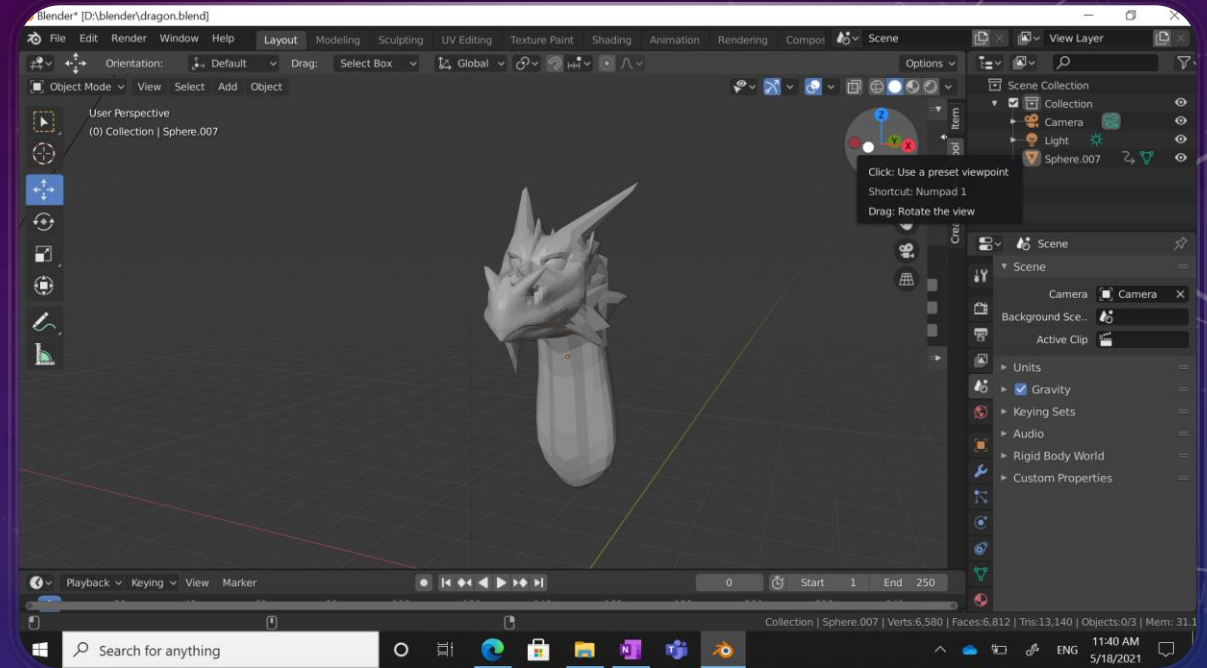
def AutoMiner():
    global coins
    global autoCoins
    time.sleep(0.1)
    coins = coins + autoCoins

# draws miner
def Miner():
    minerSurf = pygame.image.load('miner.png').convert()
    minerSurf = pygame.transform.scale(minerSurf, (200, 300))
    minerSurf.set_colorkey(white, BLEACCEL)
    minerRect = minerSurf.get_rect()
    minerRect.x = 50
    minerRect.y = 400
    screen.blit(minerSurf, minerRect)

# draws mouse
def Mouse():
    mouseSurf = pygame.image.load('mouse.png').convert()
    mouseSurf = pygame.transform.scale(mouseSurf, (200, 300))
    mouseSurf.set_colorkey(white, BLEACCEL)
    mouseRect = mouseSurf.get_rect()
    mouseRect.x = 600
    mouseRect.y = 317
    screen.blit(mouseSurf, mouseRect)
```

# PROJECT #3: THE RETURN OF BLENDER

- Made a dragon head
- Challenge was to use as many shortcuts as possible
- Learned a bunch of shortcuts
- Got more comfortable with sculpt mode & edit mode





# PROJECT #4: DIGITAL ART

- Got new iPad with an Apple Pencil!
- Never drawn digitally before
- Decided to try out and learn
- Used MediBang Paint (free!)
- Followed basic navigation tutorial
- Layers, pen types, shortcuts
- SO MUCH FUN!!!!



# FIRST SKETCH PAGE:

- Characters from books
- Dragons
- Lilac (from first slide!)
- Trying things out
- Different brushes
- Colors and line work



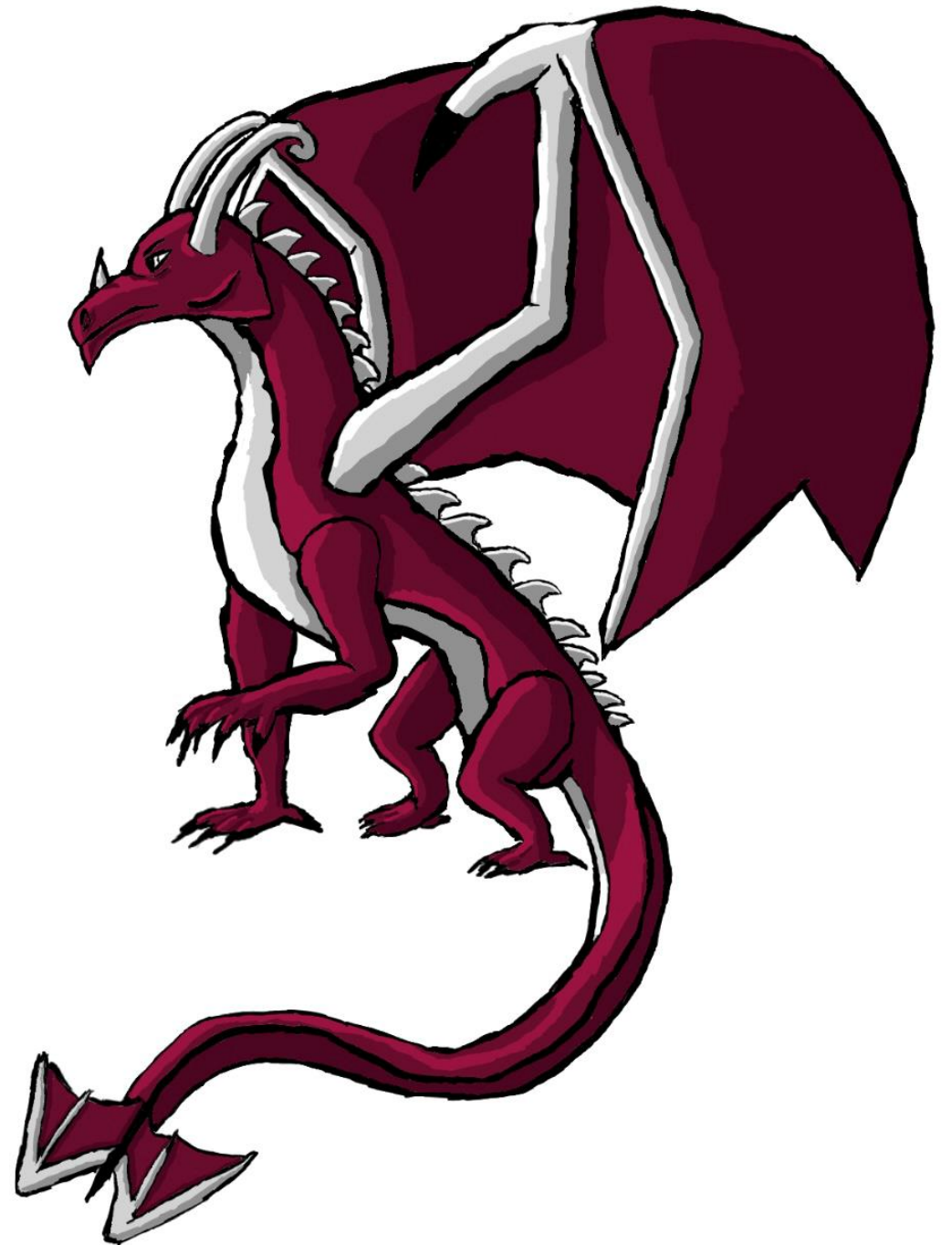




OTHER SKETCHES:

# FIRST “FULL” DRAWING: DRAGON

- Smoothing tools
- Colour pallets
- Cut & paste
- My favorite drawing



ANY QUESTIONS?

