

# Moomin's traveling

version 2.0





# **THE MOOMIN GAME**

version 2.0

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# Ideas

1. Nicer user interface
2. A Minigame
3. Help yourself and the environment by planting trees
4. Moomin music and sounds
5. Provide real time weather

# Improvements from the 1st version

1. Visual appearance
2. Minigame
3. Music
4. Website



**DEMO**

# **CODE EXAMPLES**

The screenshot shows the PyCharm IDE interface with the following details:

- Project:** game\_project02
- File:** main.js
- Code:** A snippet of JavaScript code for creating a board. The code defines a function `createBoard()` that iterates through an array of cards, creating an `img` element for each card. It sets the `src` attribute to the card's `img` value and the `id` attribute to its index. If the card's name is "white", it adds the card's index to the `cardsCompair` array. The `grid` element is queried using `document.querySelector('.grid')`, and the card is appended to it using `grid.appendChild(card)`. The code also includes a `callback for document.addEventListener()` for the `click` event.
- Toolbars and Status Bar:**
  - Top bar: File, Edit, View, Navigate, Code, Refactor, Run, Tools, Git, Window, Help, game\_project02 - main.js
  - Bottom bar: Git, Python Packages, TODO, Python Console, Problems, Terminal, Endpoints, Services
  - Status bar: Pushed 4 commits to origin/main (29 minutes ago), 73:4, CRLF, UTF-8, 2 spaces\*, Python 3.9, main

```
<audio controls loop>
<source src="sounds/moominsong.wav" type="audio/wav">
</audio>
```

# IMPROVEMENT IDEAS

- Add more visual elements
- Improve user experience
- Add more players
- Add win/lose pictures
- Moomin and Snorkmaiden Traveling:
  - adding airports worldwide

GAME OVER



YOU MADE MOOMIN CRY

**YOU WIN!**





**Thank you!**