CONTRIB

I am mainly responsible for the realization of props in this project, including the classes and functions of props. There are three props in total. Firstly, Red potion, when collided by dragon, will change from green normal size to red small size. Second, Green potion, when collided by the dragon will change from green normal size to green large size

Prop 3: flower, dragon will die after colliding.

Prop 1 and 2 start appearing when the score is greater than 2. One of the two props randomly appears in the middle of the flame and has its own random speed of movement. When the score is greater than 10, prop 3 appears, randomly on the surface central of either the upper or lower flames. At the same time, prop 1 and 2 still exist.

The props are inspired by Mario's gold coins and goombas and the movement of the coins was inspired by bullets from a plane fight. Although in the end the items in our game are not represented in the same way as in Mario or plane fight, the point of adding items is to make the game more interesting