**Natural Disasters Game [Name TBD]**

Main Menu:

1. **Animation/Game (**animation implemented with the character movement, and also the disasters themselves)
2. **Lesson** (Some quick info on each disaster, and provide the solution to countering these disasters, and how recovery is provided)
3. **Test** (Just a quiz)
4. **Test answers** (Random idea, but perhaps if they user gets above a certain score, they get some kind of item/powerup?)
5. Exit and credit rolls

Game:

Version 1: One “universal” level. Randomizes between disasters.

* Uses a randomizer to determine disaster. (Useful to show knowledge on random module)
* Basements for earthquakes, dodging falling debris, etc.
* Sign at top center that displays what natural disaster and how to survive

~~Version 2: Many separate levels, more coherent method.~~

* ~~Volcano level: Falling debris~~
* ~~Earthquake level: Hide in different shelters~~
* ~~Tornado level: Dodge the flying objects (coming from tornado) OR save as many houses as possible by clicking at flying homes (similar to whack a mole)~~
* ~~Tsunami/Flood level: Surf the waters and repair damage~~
* ~~Hurricane/Lightning level: Collect items to build a lightning rod and place on the highest tower~~

Architectural Design:

Architectural Design

For your project, architectural Design and Menu Description should be completed in a word document (it shouldn't have any python code at all). Refer to the last two pages of the project outline.

Use a flow chart for the design and specify your menu with details (What do you want to include for the

animation, lesson, test and result etc).

Here are some websites where you can find more information and examples about flow charts:

1. Flow chart symbols: <https://www.lucidchart.com/pages/flowchart-symbols-meaning-explained>

*please note the parallelogram which was used for input/output is outdated.*

1. <https://www.edrawsoft.com/flowchart-examples-for-students.html>
2. Here are some online tools to draw flow charts:

* <https://www.smartdraw.com/flowchart/flowchart-maker.htm?id=264563&msclkid=009516ff1ede10f690c749750dc0b4ba> (7-day trial)
* <https://online.visual-paradigm.com/app/diagrams/#diagram:proj=0&type=BlankDiagram>

1. More Guide:

<https://medium.com/@warren2lynch/a-comprehensive-guide-for-flowchart-over-50-examples-785d6dfdc380>

~~Stolen~~ Borrowed Material:

* World generator, along with animations:
  + <https://www.youtube.com/watch?v=1yJI8znB5aQ>
  + Source code: [https://dafluffypotato.com/static/pla…](https://www.youtube.com/redirect?event=video_description&redir_token=QUFFLUhqa29HWkMybmc5UGlTX2pDU0tNa2pMeUJtc2RhUXxBQ3Jtc0tsa3hURXpkQTU5aTNvZnFaQ1VXdnFCMEpJMWhYOEE0OW5tTUlQOXJmOVowXzZUNndaYUIxb0labExkNnBWRlBKRGJnNGNpTDFFR3Ffc3pwTWl0RjZVM1NaUWdVa2Z5V1Qyc2JjdHBYVHhCZUVFQVl4QQ&q=https%3A%2F%2Fdafluffypotato.com%2Fstatic%2Fplatformer_project_8.zip&v=1yJI8znB5aQ)
* <http://anthonybgamedesignstudies.blogspot.com/2014/10/sprite-sheet.html>
* <https://www.youtube.com/watch?v=8SzTzvrWaAA>
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