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|  | **ProP Project Guide - Planning Your Game** |  |

## **Overview**

Building a larger piece of software like a game can quickly get complex. Starting with a plan can help you stay organized and identify issues ahead of time. A lot of the work you do here will make it much easier to keep track of what you need to do once you begin writing your actual code.

## **Gameplay and Visuals**

Start by thinking about what your game actually does. What does it look like? How do you actually play it? What will make it fun, interesting, or relevant to the player?

## **Describe Your Game**

In a couple of sentences describe the game you are going to build and how it will work.

This game is about a robot that is collecting coins in order to increase his score. But the player should be careful there are items that can decrease your score like the bear resting in the middle of the screen and the gold coin which both increase your score by 1. There are walls that protect you from falling into the void. You move your player by using the arrow keys.

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## **Variables**

Think about the information your game needs to keep track of. Is there a score? A number of lives? Describe each variable in the space below.

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| **Name (Label)** | **What It Keeps Track Of** | **How It Changes During the Game**  (What’s the starting value, when will it change?) |
| Score | The amount of points the player has while they are playing the game. | The starting value is 0 and it will change when the character touches the coins or the bear. |
| Start | The score before the game. | The starting value will be -1, it will change when the space bar is pressed. |
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## **Functions**

Your draw loop shouldn’t have a lot of complex code. Instead, break your program up into the major steps you’ll need for your game to work. The different behaviors you described for your sprites and variables should help you decide what these steps should be. Then describe what the code for that function should do.

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| **Function Name** | **What Happens In This Function**  What behaviors that you outlined for your sprites does this function include? Can this function be used at multiple places in your program? |
| **ObsatcleTouching**  **Character** | **This function is for all the obstacles that my character will be touching which is a large amount. I have two coins that the character will touch which can increase the players score or decrease it. This function will have code for the character when it touches the bear in the middle of the screen which also subtracts points. This function will lastly include all the barriers which are the walls that I created which allow their character to not go off the screen.** |
| **PlayerMove** | **This function will have all the code that allows the character to move around the screen so the player can gather points.** |
| **PlayerFall** | **This function includes all the code that allows the character to fall when none of the arrow keys are pressed. The arrow keys move the character around.** |
| **Background2** | **This background function will show the instructions when the character starts the game but then when the spacebar is pressed the player will actually go into the game.** |
| **Background1** | **This function will include the code for the second background which is the background for when the player starts the game and presses space to remove the instruction screen.** |
| **ShowScore** | **This function shows the score of the player so far while the game is being played.** |