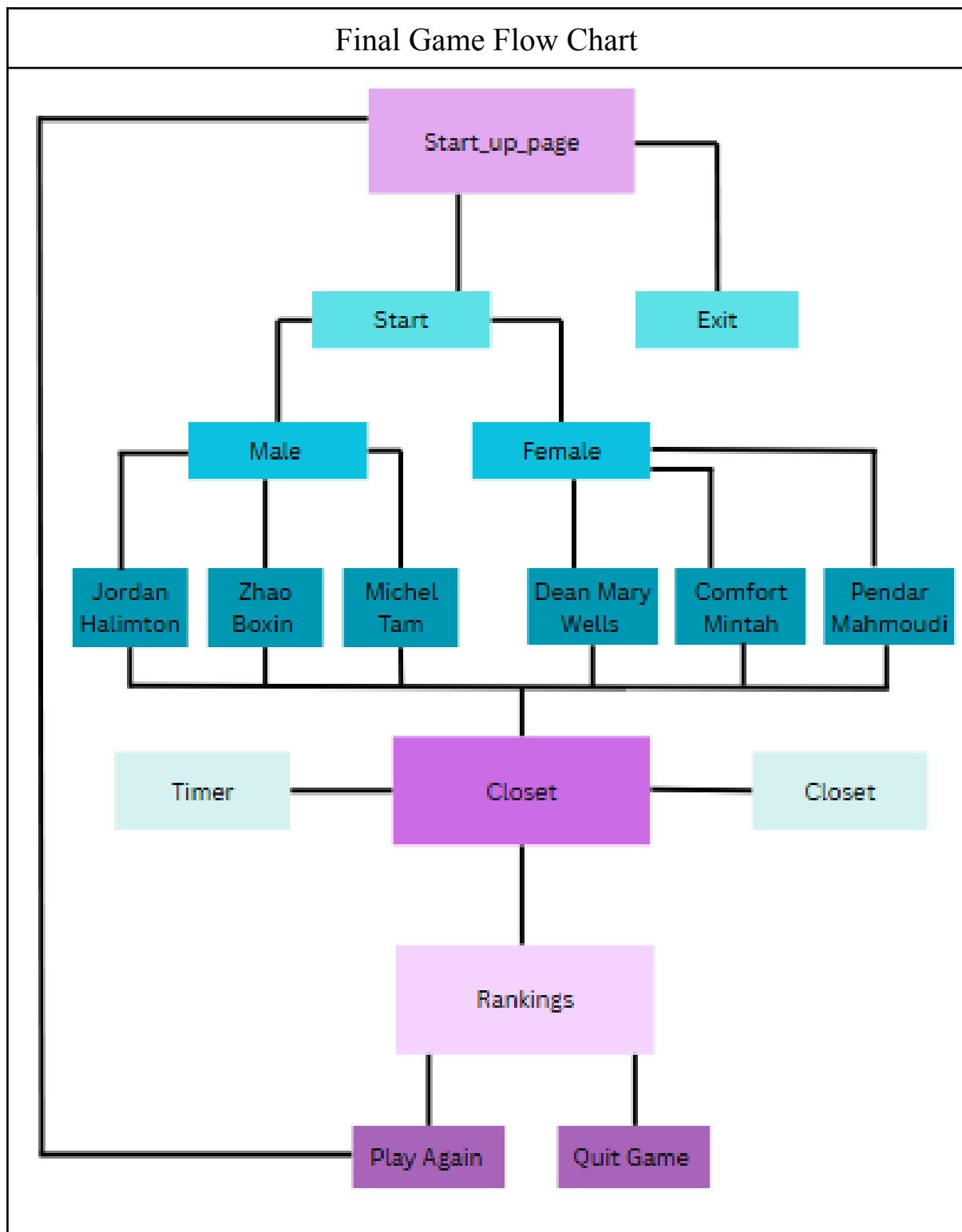


## CHE120: Group Notes

Final Game Flow Chart



| Characters Chosen for Avatars                                                                                            |                                                                                                                  |
|--------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------|
| Female                                                                                                                   | Male                                                                                                             |
| <ul style="list-style-type: none"> <li>• Pendar Mahmoudi</li> <li>• Comfort Mintah</li> <li>• Dean Mary Wells</li> </ul> | <ul style="list-style-type: none"> <li>• Michael Tam</li> <li>• Jordan Hamilton</li> <li>• Boxin Zhao</li> </ul> |
| Please note: the avatars for the professors listed above were made using the AI generated mobile app “Cartoon Me.”       |                                                                                                                  |

| Items Submitted to Chat/Used as References                                                                                                                                                                            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Questions                                                                                                                                                                                                             | Responses                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| <p><b>CHAT: “How do I make a slide-down closet menu in Pygame, how do I make the buttons move with it, and how do I open/close the closet on the same page?”</b></p> <p>(In regard to the closet slide-down menu)</p> | <p>Explanation:</p> <ul style="list-style-type: none"> <li>• Use a variable called menu_y to control how far down the closet is.</li> <li>• Change menu_y a little every frame to make it slide.</li> <li>• To make the buttons move with the closet, draw them using button_y + menu_y.</li> <li>• Define a variable called closet_open with a value of True/False.<br/>When you click the open/close button, you flip this value.</li> <li>• If closet_open is True → slide down<br/>If closet_open is False → slide up</li> <li>• Use special button functions (draw_button_with_offset and is_clicked_with_offset) so clicking still works when the menu moves.</li> </ul> |
| <p><b>CHAT: “How do I know if the mannequin is wearing clothes?”</b></p> <p>(In regard to tracking clothing selection)</p>                                                                                            | <p>Explanation:</p> <ul style="list-style-type: none"> <li>• I use variables like current_shirt and current_pants.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |

|                                                                                                                                                      |                                                                                                                                                                                                                                                                                                                                                                             |
|------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                                                                                                                                      | <ul style="list-style-type: none"> <li>• When the player clicks an item, I store it in a variable.</li> <li>• If the variable contains something, the mannequin is wearing it.</li> <li>• If the variable is None → the mannequin is not wearing anything from that category.</li> </ul>                                                                                    |
| <p><b>CHAT: “What does clock.tick(25) do, and why do I need it for the animation/timer?”</b></p> <p>(In regard to scaling images inside buttons)</p> | <p>Explanation:</p> <ul style="list-style-type: none"> <li>• This keeps the game running at roughly 25 frames per second, so animations are smooth.</li> <li>• You can explain as: “We want the game to update at a consistent speed.”</li> </ul>                                                                                                                           |
| <p><b>CHAT: “How can I add a timer to game code?”</b></p> <p>(In regard to the timer provided for the closet)</p>                                    | <p>if timer_enabled and start_time is not None:</p> <pre> elapsed = (pygame.time.get_ticks() - start_time) / 1000  remaining = max(0, int(time_limit - elapsed))  # draw timer  timer_font = pygame.font.SysFont("Arial", 40)  timer_text = timer_font.render(f"Time Left: {remaining}", True, (255, 0, 0))  screen.blit(timer_text, (800, 50)) # position on screen </pre> |
| <p><b>CHAT: “How can I add music to game code?”</b></p> <p>(In regard to the audio overlay)</p>                                                      | <pre> pygame.init() pygame.mixer.init()  # Load background music pygame.mixer.music.load("music/background.m p3") pygame.mixer.music.set_volume(0.3) pygame.mixer.music.play(-1) </pre>                                                                                                                                                                                     |

|                                                                                                                                                                                                                                                             |                                                                                                                                                                                                     |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                                                                                                                                                                                                                                             | <pre># Load click sound click_sound = pygame.mixer.Sound("sounds/click.wav")  # Example button usage if start_button.is_clicked(event):     click_sound.play()     current_page = gender_page</pre> |
| <p>REFERENCE: <b>Class Button</b></p> <p>(The following code was used as a reference after asking chat how class button code works and how to make the class reusable)</p>                                                                                  | <p><a href="https://stackoverflow.com/questions/63435298/how-to-create-a-button-class-in-pygame">https://stackoverflow.com/questions/63435298/how-to-create-a-button-class-in-pygame</a></p>        |
| <p>REFERENCE: <b>Play Again and Prompt</b></p> <p>(The following was part of a class assignment and was used as a reference when building the play again function imbedded in the game as well as the prompt presented at the start of the closet page)</p> | <p><a href="#">hangman.py</a> - Assignment 3</p>                                                                                                                                                    |