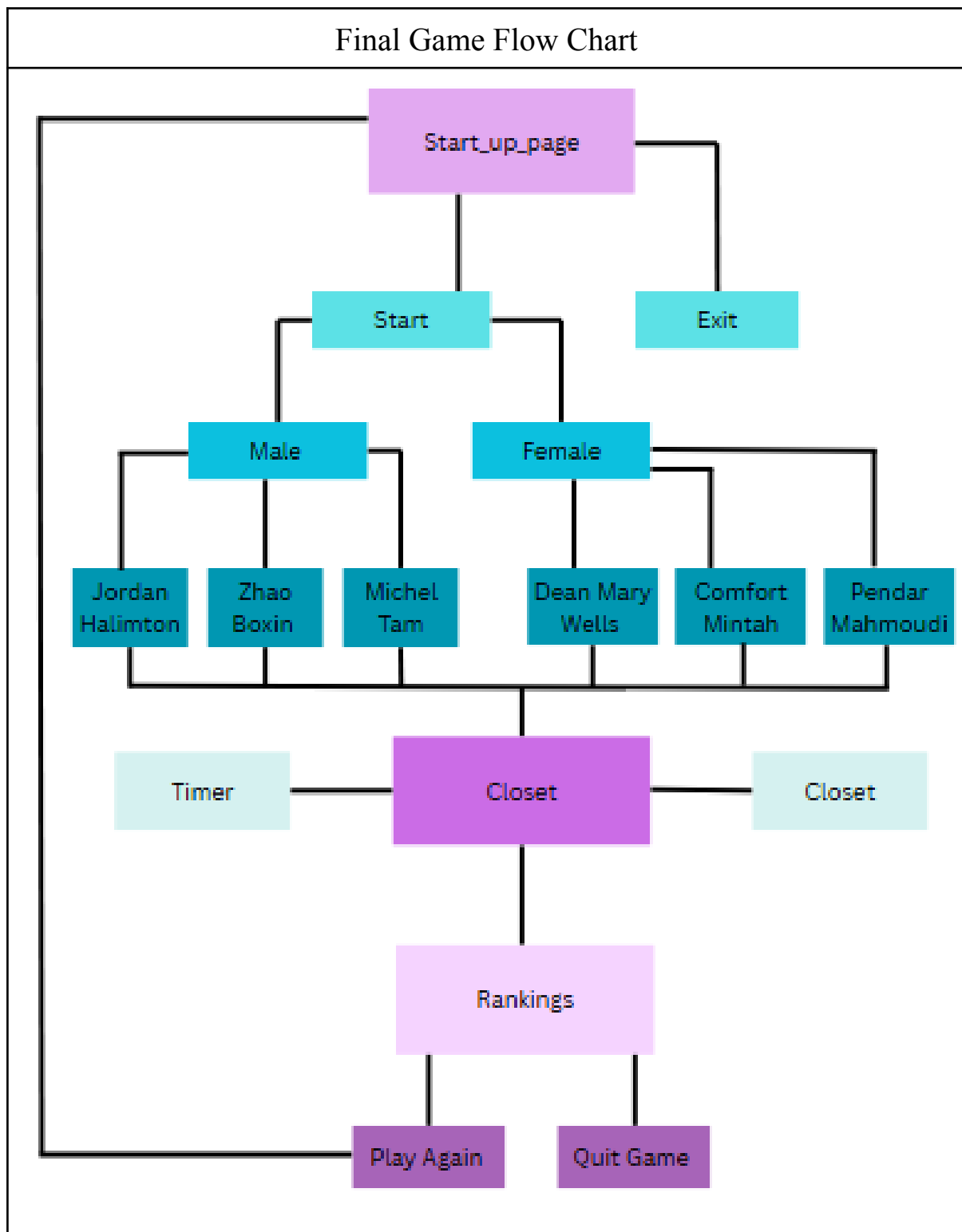



CHE120: Group Notes

Final Game Flow Chart



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

Items Submitted to Chat/Used as References	
Questions	Responses
<p>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?”</p> <p>(In regard to the closet slide-down menu)</p>	<p>Explanation:</p> <ul style="list-style-type: none"> • Use a variable called menu_y to control how far down the closet is. • Change menu_y a little every frame to make it slide. • To make the buttons move with the closet, draw them using button_y + menu_y. • Define a variable called closet_open with a value of True/False.

	<p>When you click the open/close button, you flip this value.</p> <ul style="list-style-type: none"> • If closet_open is True → slide down If closet_open is False → slide up • Use special button functions (draw_button_with_offset and is_clicked_with_offset) so clicking still works when the menu moves.
<p>CHAT: “How do I know if the mannequin is wearing clothes?”</p> <p>(In regard to tracking clothing selection)</p>	<p>Explanation:</p> <ul style="list-style-type: none"> • I use variables like current_shirt and current_pants. • When the player clicks an item, I store it in a variable. • If the variable contains something, the mannequin is wearing it. • If the variable is None → the mannequin is not wearing anything from that category.
<p>CHAT: “What does clock.tick(25) do, and why do I need it for the animation/timer?”</p> <p>(In regard to scaling images inside buttons)</p>	<p>Explanation:</p> <ul style="list-style-type: none"> • This keeps the game running at roughly 25 frames per second, so animations are smooth. • You can explain as: “We want the game to update at a consistent speed.”
<p>CHAT: “How can I add a timer to game code?”</p> <p>(In regard to the timer provided for the closet)</p>	<p>if timer_enabled and start_time is not None:</p> <p> elapsed = (pygame.time.get_ticks() - start_time) / 1000</p> <p> remaining = max(0, int(time_limit - elapsed))</p> <p> # draw timer</p>

	<pre> 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>CHAT: “How can I add music to game code?”</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) # 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: Class Button</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>https://stackoverflow.com/questions/63435298/how-to-create-a-button-class-in-pygame</p>
<p>REFERENCE: Play Again and Prompt</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>hangman.py - Assignment 3</p>