**Treasure Trove: The Coin Conquest**

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**Project Description**

Our Adventure Boy project aims to develop a fun and engaging environment for the user. The primary goal is to provide users with a seamless experience for accessing, modifying, and interacting with game data across various levels. Within different levels there are different challenges and obstacles that the player has to go through to win the game on progress onto the next levels.

The game is designed to be intuitive, responsive and easy access user interface to accommodate diverse user preferences and devices (WINDOWS/MAC). Users can enter the game with just one click on the start button in the main menu. Moreover, there are detailed instructions for the users for reminding them their time limits before losing the game, or when they lost 3 lives, they lost the game.

**Challenges and issues**

Some of the challenges that we ran into when creating the game is technical issues with python in some code editors, in which required the users to download pygame on their laptop to run the game fluently. Another challenges we faced is the game window itself. Not all laptop and desktop have the same screen size therefore, the game window are not a fixed size with a specific computer screen size. There are also bugs with in the game which needed to be debug and recompile.

**Features**

**How to Install**

Download the source code from provided files.

Run it.

**How to SetUp**

Press the “START” button to start playing the game.

Press the “QUIT” button to quit and the application will close.

**Control buttons**

* Arrow keys (left or right) to move your character
* Spacebar to jump (contain sound when jumping)

**How to play**

Background music automatically starts at the beginning of the game.

Jump through obstacles and reach the door to advance to another level.

Players have 3 lives and, in the case, where a player loses a life, they respawn at the starting point on the same level. Once they have used all their 3 lives the lost the game.

There will be a countdown timer, players must reach the door of each level in a certain time limit.

Players should collect coins to compete with other players. The more coins collected the higher chance of winning the game.

**Objectives**

Complete each level by going through obstacles and reach the door to next level.

Avoid touching enemies, or else you will lose a life.