OVER NIGHT EXPRESS

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Abstract

This code is a Python program using the Pygame library to create a simple adventure game where the player can select a destination from a list of locations and play a mini-game (Connect 4, Tic Tac Toe, or Tetris) to earn a chance to visit a new location. The program also includes a choice of soundtracks, and random images of a game character. The load_destination_images function loads images of destinations from files and scales them to a specified size, and the get_random_gameman_image function returns a randomly selected image of a game character from a list of game character images. The visited list keeps track of the destinations that the player has already visited, and the set_caption function sets the caption of the game window to a specified title. The handle_destination_clicks function handles mouse clicks on the "continue" button on the destination screen, while the handle_game_choice_clicks function handles mouse clicks on the buttons on the game choice screen. The handle_game_over_clicks function handles mouse clicks on the buttons on the game over screen. Additionally, the code includes a Tic-Tac-Toe game where the user can play against the computer, a Connect Four game with a CPU player that randomly selects a column to drop its piece, and a Tetris game that initializes some global variables and defines several functions to manipulate Tetris pieces, create and modify the game grid, and handle game logic.

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