

2d
Python

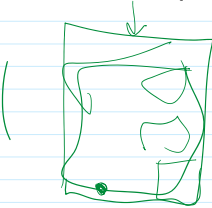
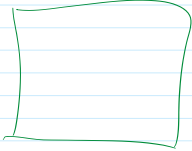
Dif levels

Kill
#

- Merge game:
- Like 2048
 - But with object
 - Earn points/coins
 - o Buy
 - smaller objects
 - Choose the next upgraded object

- Tetris style
- Objects fall
 - And use arrow keys to move left and right

- Points:
- Clear a row w coins if you die
 - Or to buy new object sets
 - o i.e change design



Spaceship flying game

- Start on /planet
- Fly up
- Asteroids/planes are obstacles which fly down
- You can pass checkpoints which look like planets in the background (e.g.mars)
- Then if you die after a checkpoint

1 level:

- Start on a planet
- Rocket in middle
- Keyboard can move rocket left and right
- Objects fly downwards
- Earn points the more you travel
- If you hit an object you die

Bonus:

- Increasing speed per level
- Extra levels (dif coloured planets, dif objects)
 - o Make the distance between levels grow
- Buy new rockets with points
- Buy missiles with points and shoot them at objects

- Instead of coloured planets: get pictures of dif planets

- Animation of rocket landing

- The rocket travels forever, and passes planets in background (checkpoints)
 - o If the rocket dies, it restarts at checkpoint planet rather than back at earth

- Create Asteroid class
 - o Circle
 - o Similar star
 - Check other asteroids positions when respawning
 - So they don't overlap
 - o Collision

- Increase speed every x meters

- Main menu
- Game class
 - o With all useful attrs (colours, width)

- Change rocket/ to look good

- Make asteroid look good

- Have a single variable (planetNum)
 - o Increment planetNum when next planet reaches bottom of screen
 - Spawn next planet at
 - x coordinate = random,
 - y coordinate= -1 * winHeight * speed,
 - o Speed = 5 * planetNum