**Pokèmario Project Report 1**

**GROUP 7:**

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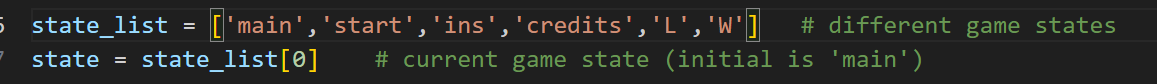
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**WORK DONE SO FAR :**

SIMPLE BLITS (DRAWS):

1. SFX LOGOS
2. MAIN LOGOS
3. BUTTONS

HOW GAME RUNS:

* An infinite while loop runs unit the player presses the quit button of the window.
* A list of screens or states is created and a different variable “state” is used to switch between screens according to the various keyboard and mouse inputs.

A screen shot of a computer program

Description automatically generated

* Mouse position is tracked at all frames using pygame.mouse.get\_pos(), which is stored in a variable.

BACKGROUND FUNCTIONS USED:

1. moving\_background(img):

* placed 3 of the same background image to be moved side by side, which should create an illusion of infinite scroll.
* Took a “scroll” variable with which the x coordinate of each image is decremented until the negative value of screen width.
* A screenshot of a computer program

  Description automatically generatedAs soon as one image reaches this negative screen width, “scroll” value resets to (+) screen width, this “shifts” the image up in front , and scrolling starts again.

1. transparent\_bg(rgba):

* used to create an translucent layer between the logos and the background screen (moving, as of now).
* It takes an rgba value which is used to draw a rect at of that rgba at (0,0) x,y over the background screen.

A screen shot of a computer code

Description automatically generated

FOR BUTTONS:

1. sfx\_state() function:

* it checks using if else statement whether the sound is set to on or off (using a variable sound\_state, which if true means on…)
* A screen shot of a computer screen

  Description automatically generatedif sound is on, then the png for sound on is displayed else the png for sound off is displayed (functionality yet to be added, as of now only images alter between each other)
* A black background with colorful text

  Description automatically generatedsound\_state alternates in the event handler part of the while loop when the sound button is clicked, where we check if the mouse pointer is on the sfx\_on or sfx\_off button and if mouse left button is clicked.

1. BUTTON CLASS:

* A screen shot of a computer code

  Description automatically generatedTakes input variables : its x and y coordinates, the image to be used for the button and scale by which the image is to be scaled.
* First a rectangle is made of the image, so that we can detect collision with mouse.
* clicked button is initially set to false, it checks whether the button is clicked or not.
* A screen shot of a computer program

  Description automatically generatedIf the mouse hovers over the button rectangle and the left mouse button press is detected, action is set to true with which we can define the action we want to perform back in the main game code.

**MODULES USED:**

We have used pygame module so far.

**FUTURE PLANS:**

We will start working on levels, enemies and traps now and by the next month we hope to have prepared atleast some levels.