**Pokèmario Project Report 2**

**GROUP 7:**

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**Work Done:**

1. Player Class: enables to create the player. Has many functionalities:
   1. A screen shot of a computer

      Description automatically generatedMovement using keyboard
   2. A black screen with green text

      Description automatically generatedJump
   3. A screen shot of a computer program

      Description automatically generatedFree fall due to gravity
   4. A black background with white text

      Description automatically generatedHit head on platforms and bounces back
   5. A black screen with green text

      Description automatically generatedLand on collidable blocks or platform, else falls in the pit and loses a life
   6. A screenshot of a video game

      Description automatically generatedTake damage when collided with an attacking object

Made collision possible using a custom function “handle\_collision()”:

A screen shot of a computer program

Description automatically generated

1. A computer screen shot of a program code

   Description automatically generatedPlatform Class: It is being used to create platforms or collidable blocks on which the player walks or lands after a jump.
2. Enemy Class: enables us to create and use enemy objects. Functionality of the enemy class:
   1. A computer screen shot of a program

      Description automatically generatedThe object moves in a fixed path.
   2. A screen shot of a computer

      Description automatically generatedCan damage the player by either ranged attacks or directly colliding with the player.
3. Attack Class: creates ranged projectiles which can damage the player or enemy depending upon the type of object created.
   1. A computer screen shot of text

      Description automatically generatedTravels a fixed number of pixels.
   2. Can either be a player projectile or enemy projectile, which is determined by this ‘player’ Boolean variable.
   3. collision is handled again using that previously defined handle\_collision() function.