1. A screen shot of a computer program

   Description automatically generatedTraps: objects that the player has to avoid or they lose life if their rectangles collide.
   1. A computer screen with text

      Description automatically generatedCharmander: an animated stationary Charmander trap. Every 18 ticks, the image is replaced with the next one in the spritesheet. If we are at the last image, it resets back to the first image.
   2. Dugtrio: A spike type trap which comes up from ground and goes back in. self.up or self.down boolean variable is set to true depending upon which action is to be performed. If up is True, image’s y increases until it reaches its max height and then down is set to True, which decreases the image’s y until its original position and up is set to True again. The cycle continues.

A screen shot of a computer program

Description automatically generated

1. Teleportation Door:
   1. The door through which the player may proceed to the next level (only possible if all enemies of the stage are defeated.)
   2. A group of colorful text

      Description automatically generatedA python list named trigger\_list is appended with the opposite of current active status(True or False) of all the enemies of the level.
   3. A screen shot of a computer program

      Description automatically generatedIn the door function, if there are no active enemies (i.e. if all entries of the list are False) then the door is set to open, else stays closed.
   4. A screen shot of a computer program

      Description automatically generatedIf we are at the last stage, victory screen comes else we are sent to the next stage.
2. Timer: each second spent playing stages are counted and summed up in a timer (HH:MM:SS). Starts at when the player starts their first level and ends if either they win or if they lose. Final time is shown on their respective screens.
   1. A computer screen with text and numbers

      Description automatically generatedVariables initialized
   2. A screenshot of a computer program

      Description automatically generatedstart\_timer set to True when the game starts.
   3. When the game starts, using the time module of python, starting time is recorded in start\_time and it is subtracted from current\_time to find out the total elapsed seconds, which are then converted into minutes and seconds. current\_time is recorded every second till the timer shall stop.

A screen shot of a computer program

Description automatically generated

1. Evolution : By collecting a thunderstone item, player evolves and gains an invincibility shield for 10 seconds (subject to change).
   1. A screen shot of a computer program

      Description automatically generatedIf player collides with an Evolve class item (the thunderstones), their evolve Boolean is set to true and the starting time is recorded using time module.
   2. A screen shot of a computer program

      Description automatically generatedCurrent time is being recorded too, from which start time is subtracted , and if this difference is over 10 (i.e. if it has been lasting for more than 10 seconds), then the evolve variable is set to false and the player returns to their original state.
   3. A computer screen shot of colorful text

      Description automatically generatedIn the collision detection function, if the player is in evolved state, player cannot lose a life as the program is unable to go through these if statements, and hence invincibility is provided for the required time.
2. Player Attack: the player can do a close ranged attack which defeats enemies if they are hit with it.
   1. A screen shot of a computer program

      Description automatically generatedIn event handling, if the “J” key is pressed, an Attack class object (class previously discussed) for the player is created.
   2. A screen shot of a computer code

      Description automatically generatedNow back in the player class, under the player.loop() method, if the player is attacking already, the attack object is blit and if the rectangle of this object collides with an enemy object, the enemy is defeated.