

# Game Development

## Topic: Light will show the way

~ By the PyBros: Shreyas S and Aaryan Dev

We created a game using the pygame module in Python

### About:

In this game, called Lost in VR, a person who is playing a virtual reality game, manages to get into the VR game, and is now lost. He tries to escape from it by finding the door which leads him back outside the game. The person follows a trail of fire-like orbs, which leads him to the door. Only one leads him out of the game out of all the doors he must find.

### Challenges Faced:

- Loading animations/images
- Find the correct images
- Character doesn't move if it stands on a moving platform (not solved)

### Scope:

- Could've had a menu/start screen and an end screen
- Could've had music
- Could've had more objects and levels

### Contribution:

Shreyas S: Made game levels

Aaryan Dev: Implemented objects required for the levels

### How to Run:

Download the required folders and the main program and run the code.

Technology used:

- Masks in pygame for pixel perfect collisions
- Used fonts for displaying score

Reference:

- TechwithTim
- freeCodeCamp.org
- flaticon

Screenshots:







