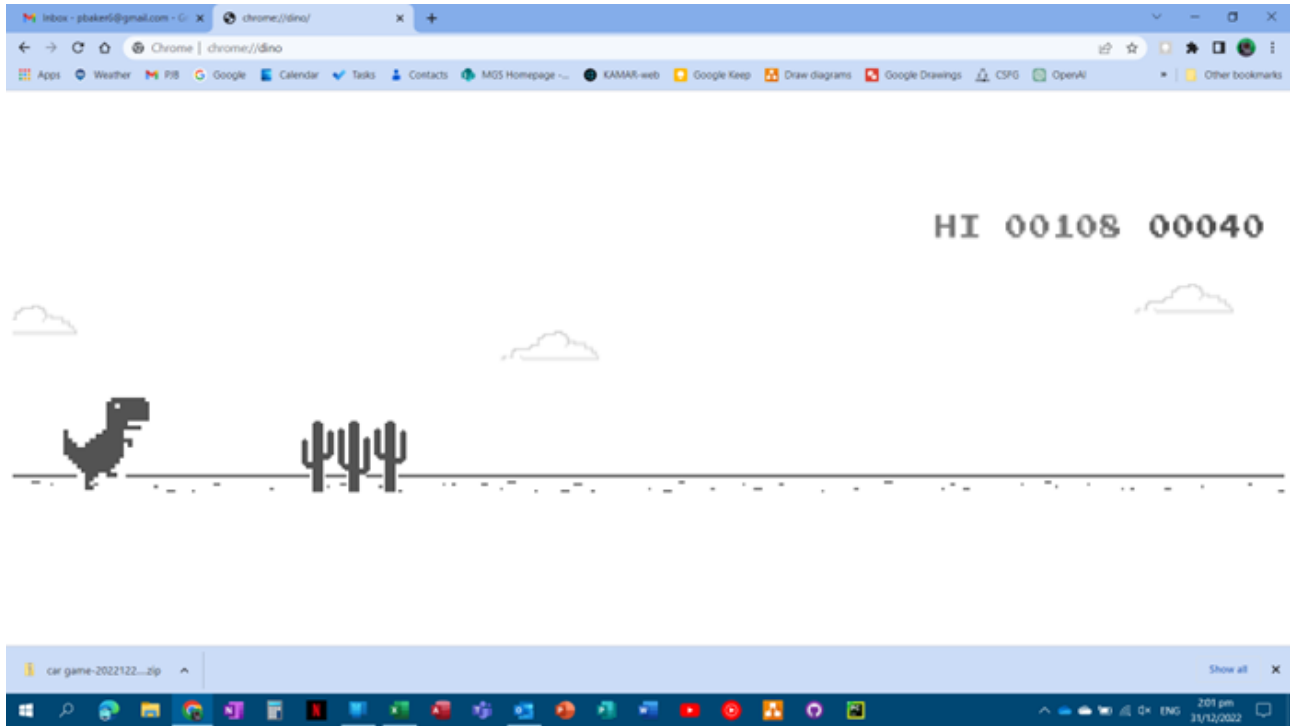


Practice assessment: Llama game

You may already be familiar with the Dinosaur Game in the Google Chrome web browser. You will see the game when you are offline, or by typing **chrome://dino/** into your search bar (in Google Chrome). [If you don't have Google Chrome, you can get an idea of the game at <https://chromedino.com/>].



You need to create a similar game, using the llama sprite. Some images have been provided in your **Practice Assessment Resources** folder for you to use.

What the program needs to do

- ☐ It should have similar game play to the Dinosaur Game, with the llama (or other sprite) **jumping** over objects. If the llama hits an object, the game is over.
- ☐ Scoring should be based on time (the number of seconds the llama stays alive). It should be displayed on the screen throughout the game.
- ☐ You need to use a third party/non-core API, library, or framework (like Pygame) to create the interface for the game.

What you need to submit

Note: in the actual assessment you will need to provide a complete record of your project development. However, for this pre-assessment you only need to submit:

- ☐ Evidence of your task decomposition – a link to your Trello board
- ☐ Evidence of the development of your various components – a link to your GitHub repository
- ☐ A link to the final version of your project.