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Project description

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For my term project, I will be using Pygame as a library because it has many useful features and it has a good animation output. My game is a maze in which the player has to go through some obstacles as well as collecting coins to successfully go to the next level. My game starts with a window that will allow the user to choose the character and its costume before playing. Choosing a character will be the first window, and then the player confirms the choice, after that the player will start playing.

For my final milestone, I will create 3 levels, from easy to hard. The features that will determine the hardness of the level are number of coins, monsters, time limit, and traps such as fire. I will have a character that aims to finish the level by collecting all coins, as well as not being killed by the monsters. For each level the time will decrease by 10 seconds, and the design for each level will be different. Also, each level, the player needs to collect more coins in a short amount of time to go to the next level. If the character fails to collect all coins, he will not be able to go to the next level.

In level one, the player must collect all coins, but no monsters will appear in this level. The first level will make sure that the player knows how to move the character, jump and reach to the right side of the game to go to the next level. The character will be able to use left-right arrow keys, as well as the space bar to jump.

In level two, monsters will show up and more coins need to be collected. If the monster collides with the player once, the player will start from the beginning but the same level. But, if the player collides with the monster more than once (total 3 times), the player will start from level one.

In level three, more coins, more monsters and traps will be available. For my first milestone, I will implement the first window, design the first level, death counter, coins counter, timer for each level, and coins to collect.