Team Name: Taylor's Minions
Team Members: Aarya Patel, Mariam Abu-Rahma, Saniha Sreedhara
Revision Date: 5/21/24

Program Purpose: The purpose of our program is entertainment. Our program is inspired by the dinosaur game. We will have a dinosaur running across the screen and the user will have to press a button to make it jump over obstacles. We will also include powerups like a shield

Target User Profile: Our target users are people who enjoy playing video games that include features like power ups. We imagine our main users to be bored highschool students in class.

Feature List:
- Background - includes the sky, clouds, and the ground the dino will run above.
- Dino - A dinosaur that the user will control to play the game.
- Trees - obstacles that the dino has to jump over.
- Powerups - features that make the game more interesting.
  - *Shield* - allows the player to make one mistake (run into a tree) for the next 40 points

Instructions: Click on the spacebar to jump and make the dino jump over the trees. The longer you last the higher your score is. The game goes faster every 25 points, to restart after you die press 'R'. To slow down the game, press "S". To speed up the game, press "F". Collect shields along the way for protection.

Class List:
- Main - decorates the window with a sky and clouds. Moves the cacti, clouds, and platforms across the screen. Calls all the given methods and checks for the key buttons being clicked. Tracks the score of the game.
- Dino - includes the dino image and the jump distance.
- ClassObjects: Includes all the images in the program (dino, land, trees, clouds) and allows them to move across the screen.
- iPhoneGUI: Creates a GUI shaped like an iPhone with buttons. Twists the GUI when a button is clicked on.

Team Responsibility:
- Aarya - in charge of the graphics and GUI
- Saniha - Coding the power ups and the rest of the classes; working on the clouds and moving land animation

- Mariam - Coding the power ups and the rest of the classes; working on the clouds and moving land animation

Known Bugs:
Everything works.

Key Learnings:
- Learning how to use strings as text, moving keys, and clicking on buttons.
- Learning how to move images across the screen

Credit List:
- **https://www.mediafire.com/file/s3dfa7s98nph757/TRexGame.rar**
  - The images for the dino and background.

- Clouds - pngtree
- Single palm tree - pinterest
- Double palm tree - Gallery Yopriceville
- Pixalart for the images