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CS120

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Slide and catch game lab part 2

objective/vision: in a little cafe, the user has to move the cup around to catch coffee beans in the cup

Coffee bean: <https://openclipart.org/detail/23783/coffee-bean>

Cup: <https://openclipart.org/detail/190397/sweet-cup-19>

Background: https://openclipart.org/detail/204811/asian-cafe#google_vignette

Actions added to last lab:

- Timer in game
- Score label in game
- Intro instructions screen

Catch game:

Pygame, simpleGE, random import

Bean sprite with simpleGE

Init

Super

Coffee bean image

Size image 20, 20

Speed minimum of 3

Speed maximum of 9

Reset

Y gets 10

X gets random across screen width

Dy gets min max speed

Bounds check function

If the image goes to bottom of screen

Reset

Cup image sprite

Init

Super

Cup Image insert

Cup size 50, 50

Image position 320, 400

Moving speed 6 i guess

Moving mechanic

If key press left

X axis moves left or negative

If key press right

X axis moves right or positive

Score label class

Init

Super

Text is "Score: 0"

Center it at 100, 30

Time label class

Init

Super

Text is "Time left: 15"

Center it at 500, 30

Game class

Init

Super

Background color fill 18, 22, 41

Insert image of background

Insert sound effect

Number of beans 15 at a time

Start score at 0

Score label

simpleGE timer

Total time gets 15 seconds

Time label

Cup

Coffee bean

i range number

Bean append

Sprites

Cup

Bean

Score label

Time label

Process

For the bean images

If bean collides with the cup image

Bean resets

Add 1 to score

Score text updates for each addition

Time label winds down

If the time gets less than 0

Text inserts score

Stop

Instructions class

Init

Super

Previous score text

Background image still there

Add the quit response

Directions get multi label

Text insert

“You are making a cup of coffee. Move with left and right arrow keys. Catch as many coffee beans as you can in the time provided. Good luck!”

Directions centered at 320, 200

Directions box sized at 500, 250

Play button

Text insert “Play”

Center button at 100, 400

Quit button

Text insert “Quit”

Center button at 540, 400

Score label

Text insert “last score: 0”

Center label at 320, 400

Label text “last score: “ and string of previous score

Sprites

Directions

Play button

Quit button

Score label

Process

Play button clicked

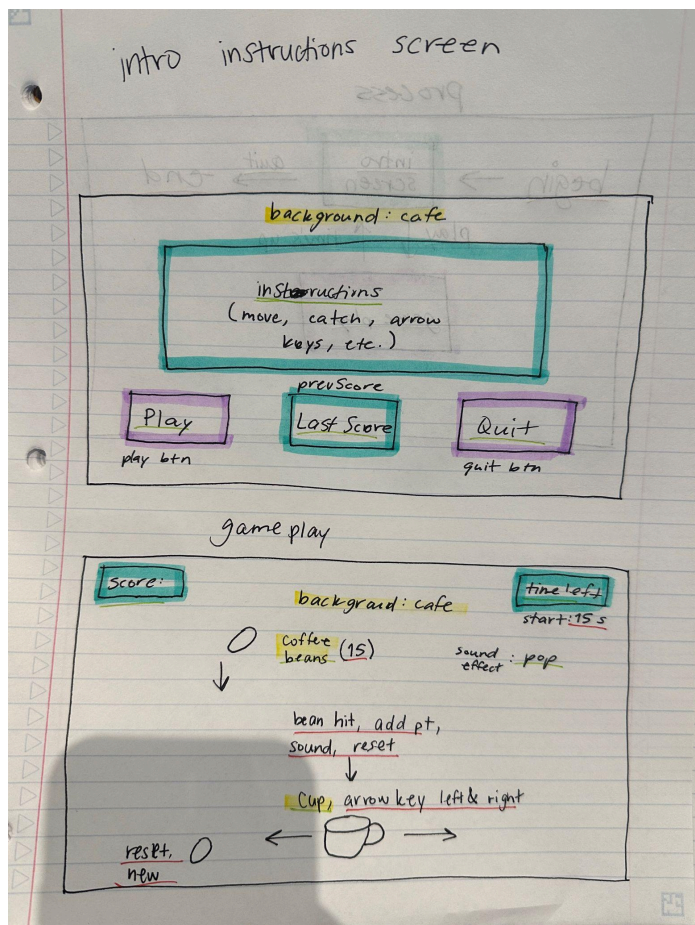
Play response

Stop

Quit button clicked

Quit response

Stop



Main

Keepgoing gets true

Last score starts at 0

While the keepgoing

Last score instructions

Instruction start

Play response after instructions page

Game gets game

Game starts

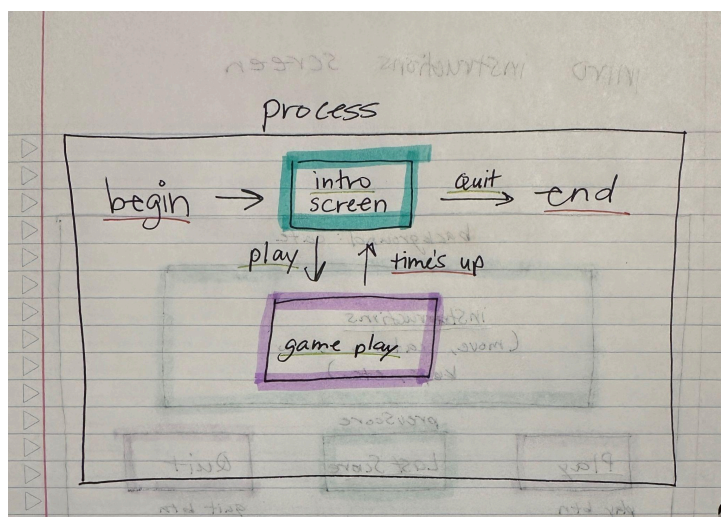
Last score of 0 gets game score start

Else

Keepgoing gets false

Name main

Main



Make separate file of simpleGE from canvas module example