

Assignment 3 Open Ended Task

Background Music and Event Sounds

Implemented background game music and event sounds using pygame library.

- Background music starts when main screen is run
- Music ON/OFF buttons are there to turn ON or OFF the music
- Volume control slider is there to control the volume of the background music
- Event sounds will kick in whenever user activates a tile.
- Differentiating sounds for successful activation, invalid activation and game over.

Install pygame module with pip using the command:

```
pip install pygame
```

```
[Alis-MacBook-Pro:~ alimaan$ pip install pygame
Collecting pygame
  Using cached pygame-1.9.3-cp36-cp36m-macosx_10_9_intel.whl
Installing collected packages: pygame
Successfully installed pygame-1.9.3
Alis-MacBook-Pro:~ alimaan$
```

Saving and loading the game

Saving and loading the game is achieved using the same technique as highscores.py.

- A file named save_game.py handles saving and loading the game same as highscores.py
- SaveLoadManager class loads the JSON file and get the available data
- The class also writes the game data into same file.
- The Class instance is initialized in main loading screen to load the saved games.
- The player names are displayed in a list box on a new top level window.
- Player can choose a saved player game and continue the game play.
- The class instance is also initialized in LoloApp class to save the game
- Player can save the game using menu bar and pressing save game.
- The class record method is called when user wants to save the game.
- All the useful methods from HighScoreManager are reused here to achieve the desired functionality.