

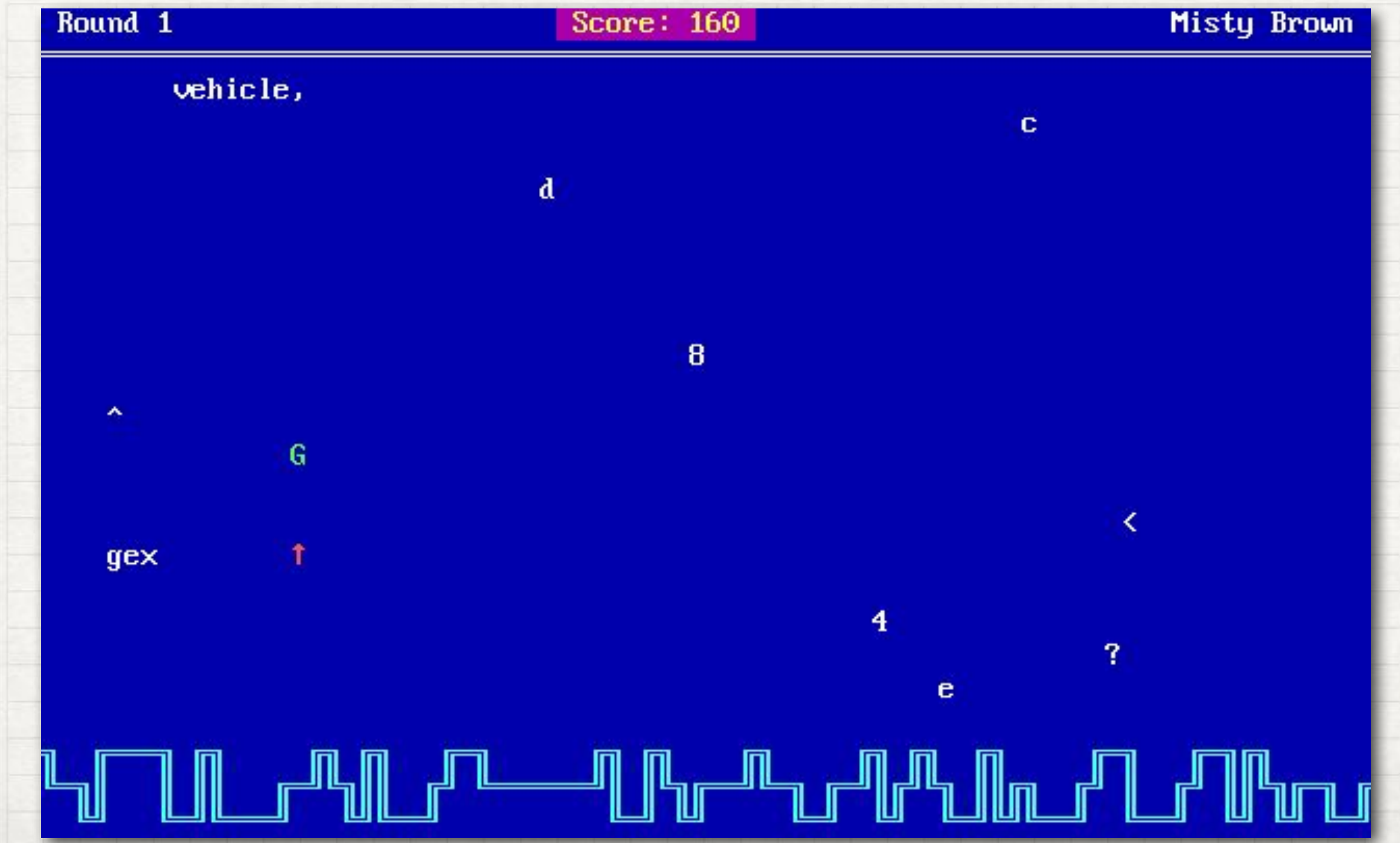
CHOONG YUE LIN

DEVELOP

ARCADE GAMES

TYPING TUTOR GAME

CREATED BY SIMON & SCHUSTER IN 1987, WITH KRIYA SYSTEMS, ON WINDOWS DOS.



INSTALL PYGAME

2.0.0.DEV VERSION

- Uninstall any official version:
> `pip3 uninstall pygame`
- Mac OSX:
> `brew install sdl2 sdl2_gfx sdl2_image sdl2_mixer sdl2_net sdl2_ttf`
> `cd python3.7.2/lib/python3.7/site-packages`
> `git clone https://github.com/pygame/pygame.git`
> `cd pygame`
> `python setup.py -config -auto -sdl2`
> `python setup.py install`
- Windows:
<https://www.pygame.org/wiki/CompileWindows>

WORKSHOP SOURCE CODES

- <https://github.com/arynchoong/TypingTutorGame>

PYGAME BASIC

- Create simple window
- Set up game loop
- `> python3 a_pygame.py`

DISPLAY TEXT

KEYPRESS

- Set colours RGB values
- `def text_objs(self, text, font, color)`
- `def on_render(self)`
- `on_event()` -> `check_event()`
- `> python3 b_gameloop.py`

KEYPRESS EVENT

- Read key press to
 - quit pygame
 - Start game loop
 - Quit
- > `python3 c_keypress.py`

GAME OBJECTS

WORDS

- Build object class for words
- Prepare set of words
- Randomly select and check for already matching first character
- Timer to add word
- Moving words downwards
- > `python3 d_words.py`

TYPING

CHECK TYPING OF FALLING WORDS

- Reading TEXTINPUT event type
- Typing changes typed words colour
- Removing words when fully typed
- Adding score when word is typed
- > python3 e_typing.py

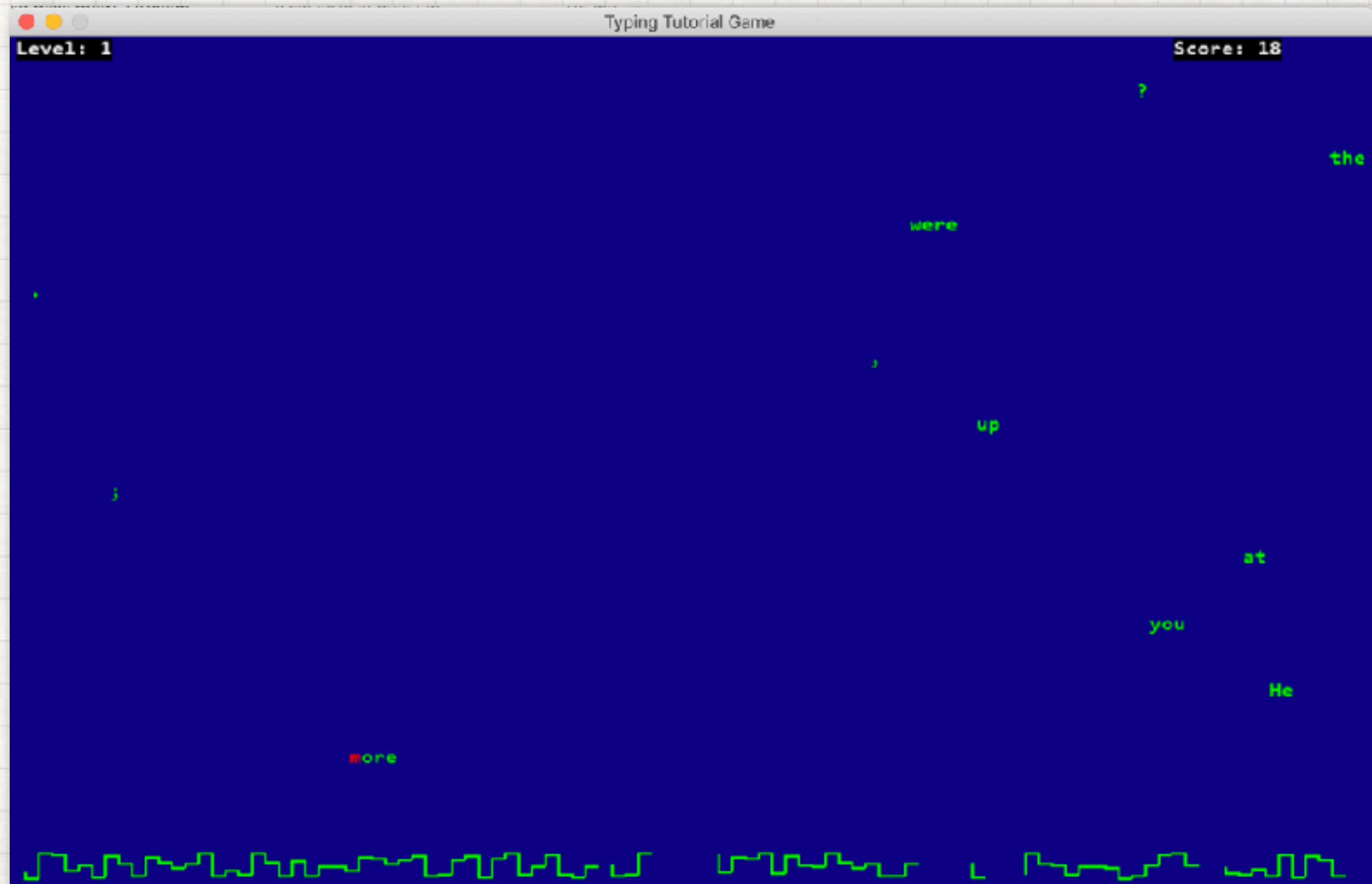
GAME OBJECTS

CITY LINE

- Draw city line randomly
 - Divide length of horizon into blocks
- Remove city blocks when words hit
- > `python3 f_cityline.py`

COMPLETED GAME

IN PYTHON (PYGAME)



“

THANK YOU

— *Yue Lin*

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