**Proposal.txt**

Project Description

‘Detective Style’ is the name of my project. The idea is that you have a number starting at 100 in the center of the screen and there will be randomly generated pieces of code (some with bad style and the rest with good style) that will affect the number if they reach the center. There will be 20 waves during the game. Each wave gets progressively more difficult as more and more strings of code will appear. Because of this, the game allows a 10 second intermission between each wave where you are allowed to upgrade / buy boosts to help you during the waves. In order to buy something, you must place bad style in the Prison of Debugging, granting you 1 Grace Day (the currency used to buy boosts and upgrades).

Competitive Analysis

(I didn’t have a strong inspiration from any other games.)

Adventure Capitalist, a popular clicking game, is what made me want to choose a game that had an upgrade system. Because I wanted to include a drag-and-drop feature in my game, I had to divert away from that path and decided that I would still include an upgrade feature but would change the game completely. I wanted a game that was difficult to play and had something to do with the class.

Therefore, as I looked back on my 112 experience and saw how I was so close on getting 100s on HWs but failed to due to style I decided that I wanted to make a game where you have to protect your Autolab score from bad style.

Structural Plan

My main file, pygamegame.py, will use multiple classes in other files to run. The redrawAll and mouseClicked functions take up the majority of the code written. They use other functions and my classes that I wrote. Then all my functions are ran according to the template Lukas Peraza provided.

Algorithmic Plan

I haven’t really set on an idea for something algorithmically difficult for my project. For now, I think that the trickiest part of the project will be getting randomly generated strings of code to appear on the screen. Although I could easily do this will loading a file of random strings, I want to make a function that makes original lines of codes and verifies that the code has good or bad style. I will pretty much have a bunch of if statements after the code is generated to see if the code is of ‘good’ or of ‘bad’ style. In order to generate the code in the first place, I will just randomly combine different strings and verify that it is python code in some way. Then I will pass those strings into the function that checks if it is good or bad style and work my way from there.

Timeline Plan

I plan on finishing the upgrade screen, adding upgrades and boosts, resolving bugs / glitches and making the strings be randomly generated code during Thanksgiving break. Also, I plan on making the movement of the strings a little more crisp during that time. After TP2 I just want to make the UI look better for my game and make it look a little bit more professional.

Version Control Plan

Each day I made edits to my code, I will make copies of my TP folder so that I have TP folders based on the date. Additionally, I will upload my TP folder to my Google Drive account.

Module List

pygame

TP 2 Update

No major design changes have been made.

TP3 Update

I added a username screen before the game begins.