Technique callout sheet

Required

Basic object functionality

Exception handling MainMenu.py line 31-57

HighScore.py line 39-42

Character.py line 371-404, 621-624, 706-737

Powerup.py line 32-43

StatusBar.py line 99-111

Bomb.py line 202-209

Basic inheritance Character.py line 11, 352, 602, 681

StatusBar.py line 90

Powerup.py line 8

Bomb.py line 9, 181

GUI MainMenu.py, \_\_init\_\_() method constructs the GUI from image files, showMenu() method displays it and handles logic/ functional programming.

HighScore.py, \_\_init\_\_() method constructs the GUI from image files, display () method displays it and handles logic/ functional programming.

Functional programming MainMenu.py, lines 97-131.

Unit Tests TestLinkedList.py

TestLevel.py

TestGame.py

TestCharacter.py

1st use of library/framework Pygame imported in game.py line 19

Pygame init called in game.py line 50 used throughout.

Optional

Significant functional programing

Grab bag topics JsonEncoder.py

2nd use of library/framework JsonEncoder.py, lines 1,15,25, 34-49

Data export/persistence JsonEnocder.py, lines 6-32

HighScore.py line 61,91

Other clever stuff