Technique callout sheet

Required

Basic object functionality

Exception handling MainMenu.py line 31-57

HighScore.py line 39-42

Level.py line 28-38, 42-44, 48-50, 85-86,

111-112, 137-138, 150-151, 179-182, 208-209,

221-222, 234-237, 251-294

Game.py line 23-24, 29-30, 148-149, 161-162,

174-175, 187-188, 200-201, 213-214, 226-227,

239-240, 252-253, 265-266, 278-279, 291-292,

304-306, 335-336, 348-349, 361-362, 387-388,

400-401, 413-418, 430-431, 457-458, 470-471,

496-497, 509-510, 522-523, 535-536, 548-549,

561-562, 574-575, 587-588, 600-601, 747-757

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

Bomb.py line 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, line 97-131

Unit Tests TestList.py

TestLevel.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 Character.py line 215-218:

- Interesting implementation of sprite fading

Bomb.py line 51-54:

* Interesting implementation of sprite flashing