SPIS 2018 Project - Avoid the Bugs!

By Jeffrey Ha and Henry Chan

- ## Goal:

  Our goal is to create a game based on the Google dinosaur game that plays whenever there is no Internet connection. We chose this project because the game itself is relatively simple, yet many additional features or functions could be added at a later time.

- ## Minimum Viable Product (MVP):

  Our MVP is a game that works similarly to the Google dinosaur game. The player controls a sprite to jump over obstacles and survive as long as possible.

- Technologies used:

  Python, Pygame, sys/os libraries

- Challenges:

  Since we were told not to use JavaScript to create our game, we chose to use Pygame, as it synergized well with Python. Some other challenges we faced were creating a suitable jumping mechanic.