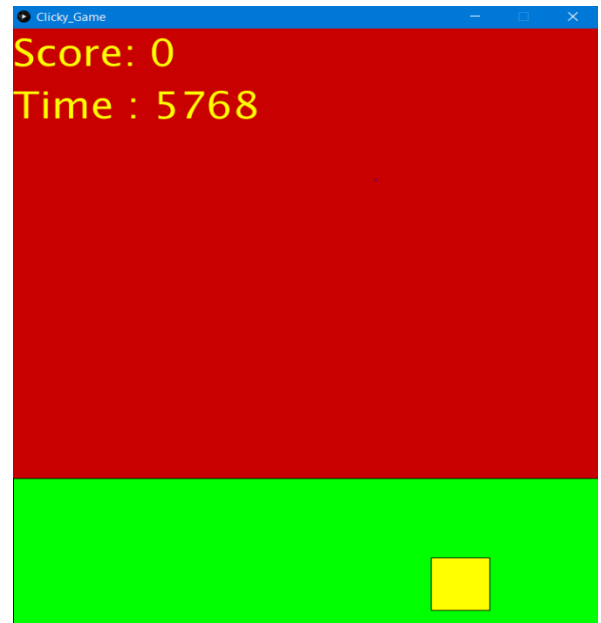


Python 1 Semester 1 Final Project

Clicky Game

For this project you will have to create the Clicky Game as shown in class. The goal of the game is to score as many points as possible within 60secs. To score points all you need to do is press your mouse when the moving block is in the green section. Be careful, if you press the mouse when you are outside the green section you will lose points. Also, the moving block will move faster as the game gets closer to the end.



There are two options when it comes to completing the project. You may either type all the code from scratch or take and complete a given partial solution. The partial solution can be found in DropBox.

For the project you will need to understand loops, variables, if-statements, drawing rectangles, drawing text, animations, global and playing sounds. You should be comfortable with figuring out how to play multiple sounds using the Minim library.

Bonus Components

If you complete the project early the following is a list of things you can add to the game to make it more interesting.

1. Add a sound effect for when you lose a point
2. Replace the moving square with a picture of something
3. Replace the background with images. So, the red section could for example look like lava
4. Add a main menu that appears before the game starts

Do **NOT** attempt these bonus components unless you have the core game completed! Remember to **SAVE YOUR WORK**. You will be presenting this.