

Mini Project Script: BarryBee (working title)

Note: I don't write scripts out when I do presentations usually. I will write an outline, but I don't ever write a full script that I read word. I find that writing out full sentences and trying to remember them is usually a detriment to my ability to convey information. I hope the amount that I outline/document here is sufficient and gets the idea of the project/talk across.

Note2: I'll have the code and stuff in the github. The ideal way to play a PyGame game is by downloading it and playing it locally. Once the version of the project that I'm submitting finalized I'll make it into an exe so people can play it without Python or my packages installed.

In the meantime, there is also a web build on my Itch page: <https://birdboys.itch.io/barry-bee/>.

The password (for now) is 'barrybee'. The web build is created using the pygbag module, which does some behind-the-scenes wizardry to make the file playable in the browser. The performance takes a really large hit, but it's cool to have a live version online. If you want to see updates over the next week I'll be updating the web build semi-frequently.

TIME GOAL: 10 MINUTES (I am going to overshoot so I need to shoot for the low end)

Intro (30 sec)

- Colby
- Junior

What is PyGame (3 min)

- Learning Pygame
 - Python framework for OpenGL, a graphics rendering API
 - Allows you to make games using solely python
 - Not a game engine
 - Not like Unity or Unreal, does very little for you

- Must code all of the game systems yourself
- Heavily reliant on your ability to optimize (Python isn't the fastest)
- Using PPL concepts to do that
- My experience with Pygame
 - 2 Game Jams
 - Cool and working
 - Messy and dysfunctional
 - Goals for this project
 - Keep code organized with PPL concepts
 - Keep code optimized with PPL concepts

What is My Game (3 minutes w/ demo)

- Expanding upon previous game jam game
 - fast reactive controls with one button, short boss fights with well-designed bosses
- Bee fighting bears for control of the honey before winter
- Show demo \

Code Deep Dive (4 minutes)

- Basic overview
 - Classes/Abstract data types
 - Gameplay loop
 - Update/render
 - State machine
- Event handling

- Pattern matching on events to make code more readable and extract event info with less code
- Particles
 - Callback functions on particle declaration to determine behavior in update

Conclusion (30 sec)

- Pygame is cool
- My game is cool (hopefully)
- Plans for the game's future
 - New bosses