Game Folder

* > Objects
  + > GameObject
  + > FallingObject
  + > Collection
* > Directing
  + > Director
* > Services
  + > KeyboardService
  + > VideoService
* > Shared
  + > Color
  + > Point

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| Collection |
| \_game\_objects: dict |
| add\_go(group, go)  remove\_go(group, go)  get\_gos(group)  get\_all\_gos()  get\_first\_go() |

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| GameObject |
| \_font\_size: int  \_color: str  \_position: Point  \_velocity Point |
| get\_font\_size()  get\_color()  get\_position()  get\_velocity()  move\_next()  set\_font\_size()  set\_color()  set\_position()  set\_velocity()  distance() |

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| FallingObject(GameObject ) |
| \_points: int |
| get\_points()  set\_points() |

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| Director(keyboard\_service, video\_service, collection) |
| \_keyboard\_service  \_video\_service  \_floor  \_collection  \_points |
| start\_game()  \_get\_inputs()  \_do\_updates()  \_do\_outputs() |

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Enhancement Ideas:

* Power-Ups / Curses
  + Power-ups will enhance an ability (All positive effects are considered power-ups)
  + Curses will work inversely to power-ups (All negative effects are considered curses)
* Boosters/Trap
  + Speed boost (power-up)
    - Player movement speed increased. (Might be timed or permanent)
    - Falling objects fall speed decreased.
  + Speed Trap (curse)
    - Player movement speed decreased.
    - Falling objects fall speed increased (Might be timed or permanent)
  + Increase number of objects (Power-up/curse)
    - Increase overall number of objects that are falling
  + Multiplier (Power-up but can be a curse in certain situations)
    - Multiplies the players points by an amount or percentage (i.e. 10% or 2x)
    - Multiples the point values for gems and rocks by amount or percentage
  + Negative Multiplier (Curse but can be a power-up in certain situations)
    - Same as the power-up versions but in negative
* Risk element
  + Randomly selects a booster effect, multiplier, curse effect or, points = 0.
  + Might need to get a certain number in order to win
* Win/lose conditions
  + Win the game when a certain number of points is reach (maybe also a certain number of risk elements is reached.)
  + Lose when certain number of rocks has been reached?
* Gem/Rocks/Player Images
  + Gem, Rock and Player having an image to represent them besides a symbol from the keyboard.