Third-party modules

Version 1.9.3 of pygame has been used. Install the pygame module with pip using the command:
pip install pygame

Companion & Dots

EskimoCompanion and SwirlDot

TurtleDot (addtional): randomly appears in the game that has a companion

Sound Effects — Using Pygame

1. At the beginning
2. After connecting dots
3. When the companion is fully charged
4. When the player wins
5. When the player loses

Login & recording the best score, highest ranking, and the top 3 players

A login window pops up when opening the game, asking for the player's name.

When the player wins, their score is saved if it is their best one. All the recorded players are ranked in descending order based on their best scores. Then, the player is shown a dialog informing them of the outcome, their best score, their highest ranking, as well as the names and the scores of the top 3 players.

The name and the best score is initialized to be "None" and 0. If the player does not enter their name and loses in the end, their data will not be saved. The name remains the same when choosing new games in the menu.

There are two samples in the 'score.txt' file.

Animation

Different animations are shown when the player wins or loses