

CONTRIBUTION – BONE VOYAGE

HARRI PRASAD

For this project I contributed mainly to the player mechanics. I implemented the player's mouse movement, along with the bullet generation via mouse click. I also implemented the mob spawning functions and the collision between the bullets and the mob. I implemented the boss sprite and the bullet generation mechanic that came with the boss. The collision and the mob code were reused multiple times by me and Peggy, for the boss, boss's bullets and powerups.

I corrected Peggy's functions when she reused my code, for example in her boost function, the bullets did not destroy themselves since she did not adjust the line where bullets are supposed to kill themselves. Every new instance of the mob code that was iterated required a different update function, I corrected and made sure each update function worked correctly in order for the game mechanics to function in the way we want them to.

I sourced all sound effects for the game and created the background music myself.

Sources:

Player movement and bullet generation was inspired from:

https://www.youtube.com/watch?v=JmpA7TU_0Ms 0:00

Mob generation was Inspired from:

<https://www.youtube.com/watch?v=-5GNbL33hz0&t=220s> 1:26

Collision was inspired from:

<https://www.youtube.com/watch?v=33g62PpFwsE> 3:40

boss bullet generation was inspired from:

<https://stackoverflow.com/questions/48356638/python-how-to-delay-bullet-shooting>

sound effect source:

<https://www.soundsnap.com/search/audio>

