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CART253

## Progress Report

- Three states

For the key master game arcade game, I started with making three states, I started developing the three states and made them all to have the same theme of an arcade place. I established this by adding neon signs, and a dark colour scheme. This was made so the user can get the vibe of the game from the first state. I will also be adding funky music later on. Once the player presses the spacebar it will take them to the instruction game which is also following the theme of arcade using a SEGA font that is imported in the code. Another press on the space bar and it will take the user to the game starts (the simulation).

- Design the simulation state

So far, the simulation consists of a picture that is used as a template with a neon blue background that is giving an illusionist effect to the game.

- Challenges

Hence, I am still not very deep in making the game I have not faced many problems but some of the challenges that will face me is the movement of the key on the X and Y axes and the pushing effect to the prize.

- Time stamp

I will be working on polishing the states and start the key moments in the week of Nov23rd - the week of the 30<sup>th</sup> of not November to do the prize simulation, and the last week is for errors, troubleshooting and polishing the project.