Google Dinosaur Game

By: Isha Rai and Che Dashiell

What is Our Game?

For our project we decided to create a game where the characters would have to dodge different obstacles. These types of game can be addictive and lots of people enjoy playing games like this because it doesn't involve a lot of control and knowledge.
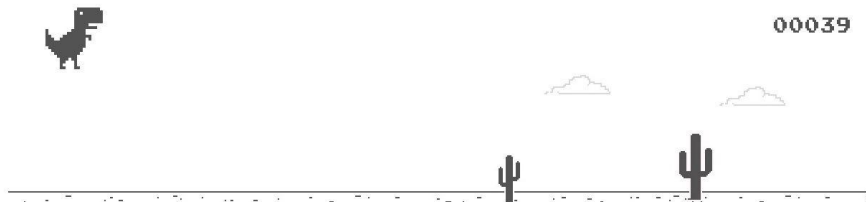
Controls:
Space Bar - Jump

Down Arrow - Duck

Inspiration

Our biggest inspiration was the google dinosaur game that appears when there is no wifi connection. The game graphics were not too complicated from first glance so we decided to recreate the game with our own twist.
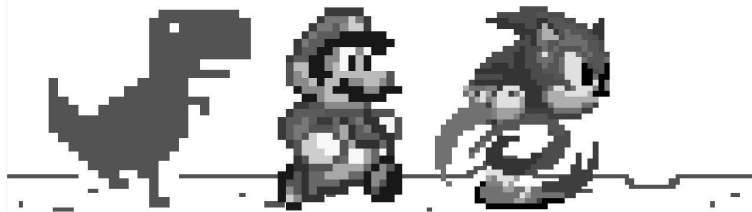
Challenges

- Where to Start:
    - Problem: The two of us had zero clue on whether we should do the graphics first or if we should do the code of the game.
    - Solution: We went decided to split up the two. One of us started the code and one of us started on the graphics in hopes of combining in the future.
- The Code
    - With limited knowledge on how to code and how to create graphics we had trouble starting. We knew what we wanted to create but not how to create.
    - Solution: We went to several resources from people who had previously coded the game within python and we used the sources within the repository to learn how to make the keyboard part of the controls.

Things We Learned

1. How to create graphics
    a. Neither of us had ever worked with pygame or any other graphics coding program.
2. How to document work
    a. Github was a new experience. Committing was simple but very important. If one of us wanted to see the most recent code all we had to do was grab it from the repository.

Our Favorite Features of the Game

Che:

- My favorite feature of the game is that it is in color. On google the dinosaur game is only black and white but we were able to add color to the game. I think it looks a lot more appealing and professional.

Isha:

- My favorite feature is that the dinosaur can duck as well as jump. We also wanted to make sure that the player did not accidentally make the dinosaur jump when they wanted it to duck so we made the keys far apart.

Sources

- "Index." About - Pygame Wiki, www.pygame.org/docs/genindex.html.
- Shivamshekhar. "Chrome-T-Rex-Rush." GitHub, 21 Nov. 2017, github.com/shivamshekhar/Chrome-T-Rex-Rush.

GAME TIME