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Slide and Catch game

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Create a slide and catch game where the player tries to catch or avoid falling objects.

My idea: A rocket flying through space, avoiding meteors.

**Scenes:**

Main menu/instructions

Gameplay

**Attributes:**

Background – space

Rocket

Meteor

Main Menu/Instructions

Elements:

Instructions

Play button

Quit button

Previous score

Init(time)

Set image to space background

Set response to “Play”

Create instructions MultiLabel

Add textLines containing instructions

“Avoid the meteors! Use arrow keys to move left and right.”

Set instructions center

Set instructions size

prevTime gets time

Create LblTime

Set text “Previous Time: {prevTime}”

Set location

Create btnPlay

Set text to “Play”

Set location

Create btnQuit

Set text to “Quit”

Set location

Process()

If quit button is pressed:

Set response to quit

Stop the scene

If play button is pressed:

Set response to play

Stop the scene

Gameplay

Elements:

Rocket

Meteor

Timer

Lives

Init()

Set image to space background

Create timer

Start timer at zero

Set lives to 3

Create instance of Rocket 🡪 rocket

Create list of (10) Meteor instances 🡪 meteors

Create lblTime

Create lblLives

Process()

For each meteor in meteor list:

If meteor collides with rocket:

Reset that meteor

Lose one life

Update lblLives

Update lblTimer with current time

Update lblLives with current lives:

If lblLives reaches zero:

Print current time

Stop game

Rocket:

Init:

Set rocket image

Set size

Set position

Set moveSpeed to 5

Process:

If left key is pressed:

Subtract moveSpeed from x

If right key is pressed:

Add moveSpeed to x

Meteor:

Init:

Set meteor image

Set size

Call reset()

Reset:

Set y to 10

Set x to random from zero to screen width

Set dy to random from 3 to 8

checkBounds:

if bottom of sprite reaches bottom of screen:

call reset()

LblLives:

Init:

Set text “Lives: 3”

Set location

lblTime:

init:

Set text “Time: 0”

Set location

Main()

Set keepGoing to True

Set time to zero

While keepGoing is True:

Create and instance of Instructions 🡪 instructions

Pass current time to instructions

Start instructions

When instructions ends,

If instructions.response is “play”:

Create an instance of Game 🡪 game

Start game

When game is over, copy game.time to time

If instructions.repsonse is anything else

keepGoing is False (exit game)

**Assests:**

OGA-Background-1.png

A planet and a bright star in space

Description automatically generated

Public domain

https://opengameart.org/content/space-backgrounds-9

Ship\_recolor\_001.png

A pixel art of a green and blue jet

Description automatically generated

Creative Commons

https://opengameart.org/content/ship-recoloring-001-for-gm-game

Ateroid2.png

A black and white image of a planet

Description automatically generated

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https://opengameart.org/content/asteroid-1