

CSC 178

HW 5 PyGame Group Project

due: 5/5/2017

NO LATE SUBMISSIONS ACCEPTED

This is a group project to be completed by 2-3 people. As a team, create a Python game using PyGame. The game can be anything your team can design and create using PyGame.

At a minimum your game should have/do the following:

1. a start screen that allows the user to choose to play or quit
2. a game screen where the game is played
3. an end screen shown when the player quits (*Put game credits here)
4. graphics
5. background music
6. sound effects
7. text on the game screen as appropriate

You can find free background music, sound effects and graphics on the web if you don't want to create your own. You should give credit to your sources for those media files on the ending screen of your game.

The start and end screens should list the names of the members of your team.

WARNING: While you may use games already created as a learning tool, the code your team writes must be your own. You cannot download someone else's code from the web to submit for this assignment. If your team does this or copies code from the web for any portion of your assignment, you will all receive a zero for this assignment and be reported to the CS Department Chair.

Submission Instructions:

Zip all of your game files (python code, music, and graphics files) into one *.zip file. Attach your .zip file to your submission in Blackboard. Only one team member needs to submit the code to me for grading.

I would recommend you test your game submission by having one of your team members unzip it and try to run it to make sure all needed files are there. I can't grade it if I can't run it. ☺

You will also have a form to fill out at the end of the project that will describe your contributions to the project. The work distribution for the project is expected to be as close to even across team members as possible. If you don't contribute anything to the project, you will receive a zero for this assignment.

Grading:

- Individual Contribution (20%)
- Game Concept, Design and Functionality (50%)
- Efficiency of the code (20%)
- User-friendliness in I/O design (10%)