Josh Wassum, Larry Copeland, Vanessa Buzzell, Brian Bawden 12/01/21

# Week 12 Tasking

Priorities

.gitignore pycache – Everyone – Priority level = 1

[python - Adding files to gitignore in Visual Studio Code - Stack Overflow](https://stackoverflow.com/questions/62939781/adding-files-to-gitignore-in-visual-studio-code)

Remove Sprites class – Josh Wassum - Priority level = 1

Use scene only

Move on to next level – Larry Copeland - Priority level = 2

Level = Actor()

Initialize maps in game\_view

Increment level in victory view

On click continue

Restart game on loss of life – Vanessa Buzzell - Priority level = 1

Reloading the game.

Arcade.start()

Arcade.window.close()

Enable Player\_Character animated movement – Larry Copeland - Priority level = 1

Capture keystrokes to get direction

Load all the images

Boolean statements for jumping climbing and ladders

import scene

Complete riddle master functionality – Josh Wassum - Priority level = 1

Blurb if you don’t have enough crystals

Ask 5 questions

Riddle master script

Enhanced users start screen - Priority level = 2

Start button – Josh Wassum

Instruction’s button – Josh Wassum

Instructions view – Brian Bawden

Enhance player movement – Brian Bawden - Priority level = 1

If keystrokes are pressed going in opposite directions, stop movement.

Sprite for Riddle Master – Larry Copeland - Priority level = 1