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Final Project

Race For A Space Instructions

Our GUI, Race For A Space, allows users to manipulate the location of a car using the arrow keys on their keyboard. The object of the game is to move the car into one of the empty slots in the parking lot.

* In order to operate the game, first open the file “race.py”, change the working directory, and press “Run.”
* Next click on the GUI itself. The “main car” you will be operating is located on the far left of the GUI.
* Once you have clicked on the GUI, you may press various arrow keys on your keyboard in order to change the location of the “main car.” Press the → arrow key to move right, the ← arrow key to move left, the “up” arrow key to move up and the “down” arrow key to move down.
* Try to move the car into a parking space that does not contain a car using your arrow keys. Meanwhile, keep an eye on the yellow timer at the bottom left of the screen, as you only have 10 seconds to find a space before the game ends.
* If you move the car into a space that is already occupied, a “crash” image will appear. However, you will be able to try again by changing your car’s location so long as there is still time left.
* Once you successfully move the car into an empty slot, you will be unable to move the car any more and a “Winner” sign will appear.

Additional Information

We gained structure for several parts of our code using pre-existing code made by Brian Tjaden. We referenced Mazy.py in order to bind the user’s keyboard arrow keys to the car’s movement. We referenced Temp.py in order to determine how to use a .gif image as a background image with a grid. Finally, we referenced Timer.py in order to create our timer for the game.