PIC 10C Final Project Collaboration
Winter 2020
Gold Miner

The Project:

Kaiyuan Huang:
Implemented the anchor movement and the picking up items on collision with the anchor.
Created the gold items, set the spawning time and score. Set the anchor and player movements
to limit the player to releasing one anchor at a time and making the player stationary while the
anchor is released. Also implemented the new game and quit functionalities. Created the
presentation slides and diagrams to illustrate the class hierarchy.

Bing Lin
Designed the background for the main and game windows, as well as the instructions window.
Implemented the window transitions between the main window and game window as well as
between the instructions page and main window. Implemented the background music and visual
components for the game.

Wanyi Guo:
Implemented the bomb item in the game screen, including spawning the bomb and triggering
the window transition to the game over window once the bomb is picked up. Integrated other
items such as the diamonds into the main window and set the spawn time and score for the
items. Implemented the new game button on the end windows which included returning to the
game screen and clearing the items, score and timer on the screen.

Zi Xi Yang:
Implemented the timer on the game screen and the transition to the two game end windows, a
game over window where the score is below the target and a win window for when the target is
reached. Integrated the final score signals to the end windows. Combined the different versions
of the code between team members.