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WHO IS NEXT

IDEA

We call an all-rounder, or [이도류],
someone who is good at different positions.

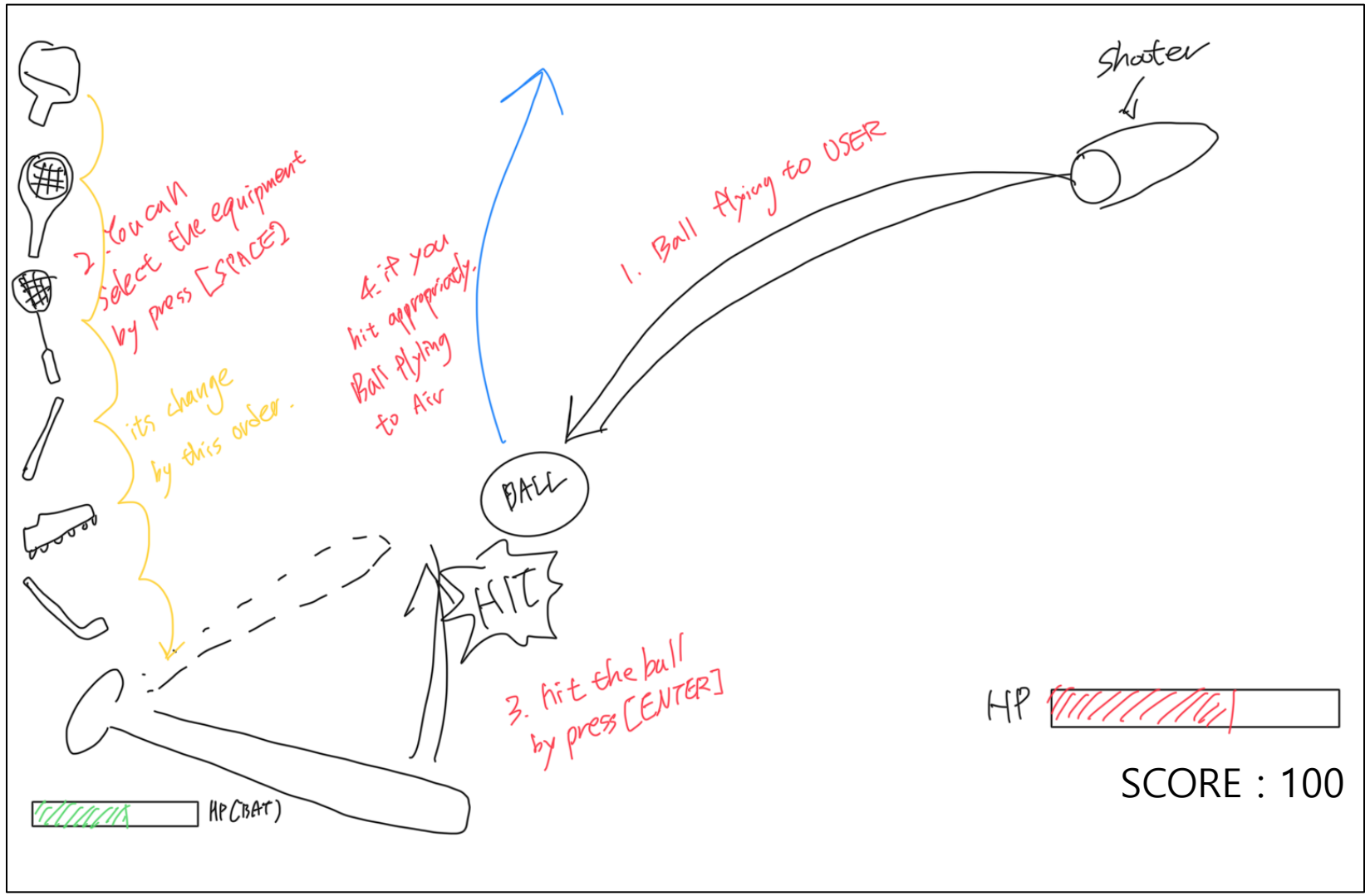
But sometimes...
there are people who are good at two sports.

This game is about creating such MONSTER

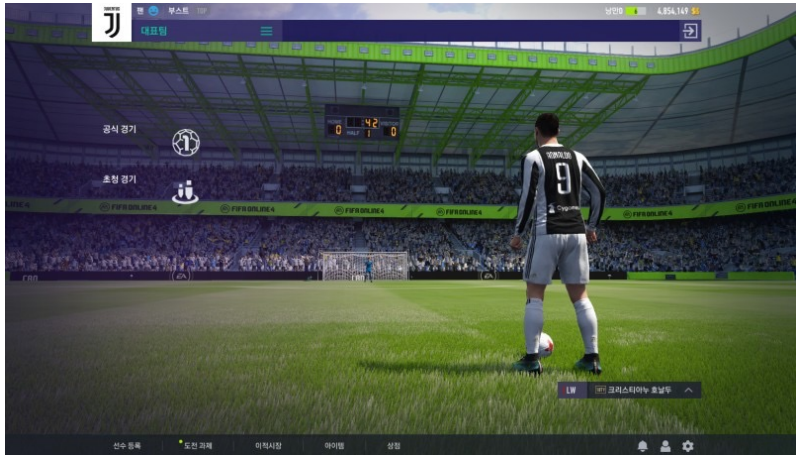
Concept

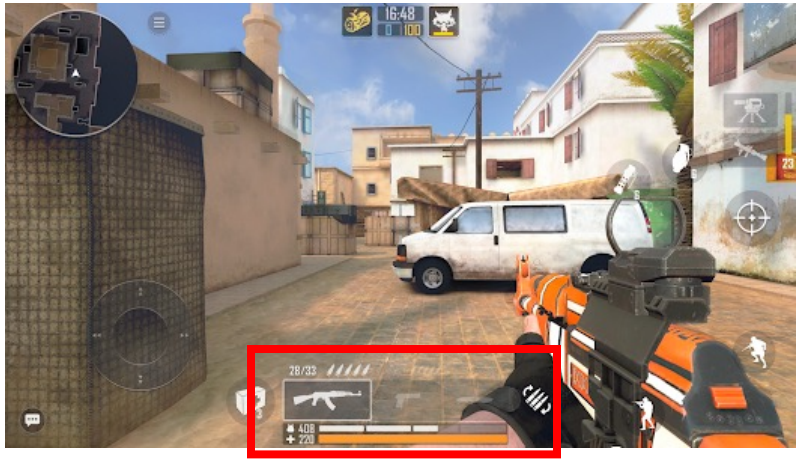
- various balls are constantly flying.
- The user has a variety of equipment(bat, racket, etc.)
and can equip them one by one.
- When a ball is thrown at you,
you must hit it with the appropriate equipment.
- If you hit the ball with the wrong equipment,
you lose the equipment and lose HP.
- When all HP is lost, the game ends and a record is kept.

Reference

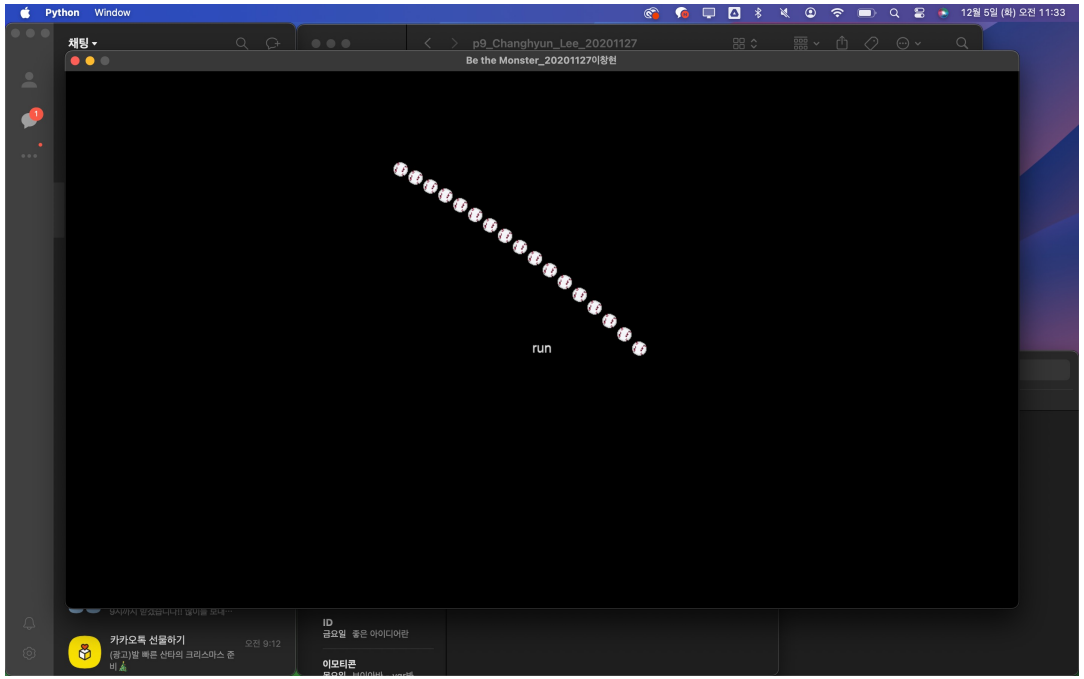

Shooter
1. Ball flying to USER
2. You can select the equipment by press [SPACE]
its change by this order.
4. If you hit appropriately. Ball flying to Air
BALL
HIT
3. hit the ball by press [ENTER]
HP (BAT)
HP
SCORE : 100

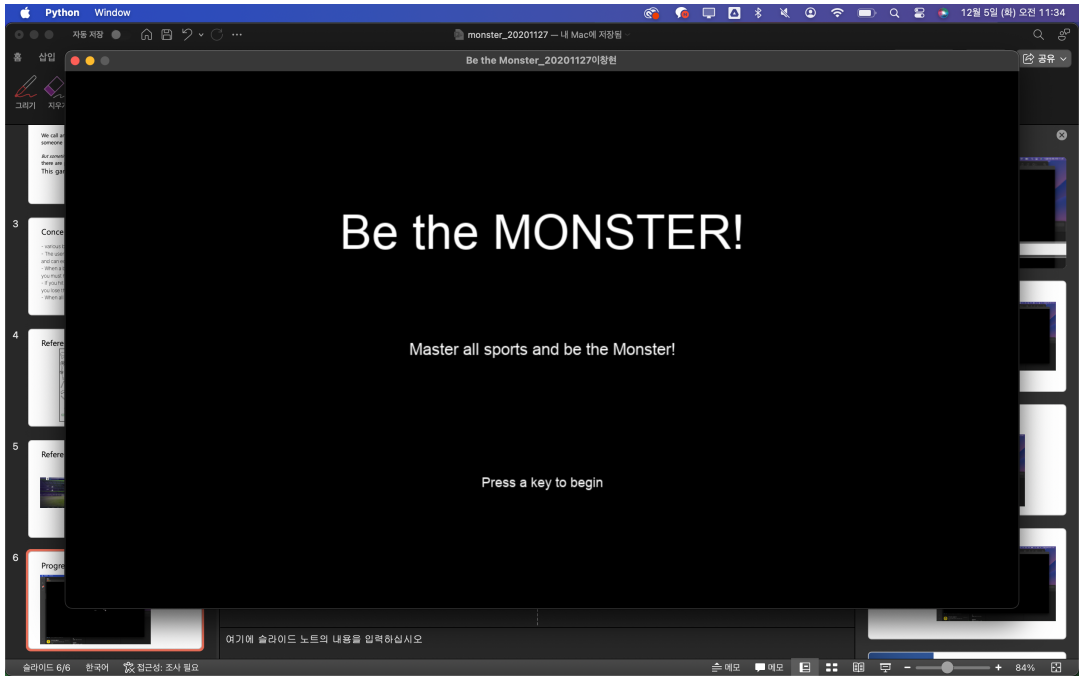
Reference





Current progress





code

```
84  class Ball(pg.sprite.Sprite):
85      def __init__(self):
86
87          # 랜덤한 이미지 설정
88          self.image = random.choice(ball_images)
89          self.rect = self.image.get_rect()
90
91          # 초기 위치 설정
92          self.rect.center = (random.randint(50, WIDTH - 50), 50)
93
94          # 초기 속도 및 가속도 설정
95          self.speed_x = random.choice([-5, 5])
96          self.speed_y = random.uniform(-5, 5)
97          self.gravity = 0.5
98
99          # 1초 간격으로 생성을 위한 타이머 설정
100         self.appearance_timer = pg.time.get_ticks()
101         self.appearance_interval = 1000  # 1 second
```

```
104     def update(self):
105         now = pg.time.get_ticks()
106         if now - self.appearance_timer > self.appearance_interval:
107             self.appearance_timer = now
108             new_ball = Ball(self.all_balls, self.all_equipment)
109             new_ball.speed_x = random.choice([-5, 5])
110             new_ball.speed_y = random.uniform(-5, 5)
111             new_ball.rect.center = (random.randint(50, WIDTH-50), 50)
112             self.all_balls.add(new_ball)
113
114         self.rect.x += self.speed_x
115         self.rect.y += self.speed_y
116         self.speed_y += self.gravity
117
118         if self.rect.bottom > HEIGHT:
119             self.kill()
```

code

```python
class Circle(pg.sprite.Sprite):
    def __init__(self, all_circles):
        super().__init__(all_circles)

        # 초기 위치 설정
        self.rect = pg.Rect(1000,200, 20, 20)
        self.rect.center = (1000,200)

        # 초기 속도 및 가속도 설정
        self.speed_x = 20
        self.speed_y = 0
        self.gravity = 0.5

        # 랜덤한 이미지 설정
        original_image = random.choice(ball_images)

        # 이미지 크기 조정
        scaled_width = 20  # 조절하고자 하는 폭
        scaled_height = 20  # 조절하고자 하는 높이
        self.image = pg.transform.scale(original_image, (scaled_width, scaled_height))
        self.rect = self.image.get_rect()
```

```python
    def update(self):
        # 속도와 가속도의 영향을 받아 이동
        self.rect.x += self.speed_x
        self.rect.y += self.speed_y

        # 가속도 적용
        self.speed_y += self.gravity

        # 특정 조건에 도달하면 제거
        if self.rect.y > HEIGHT:
            print("Circle removed!")
            self.kill()
```

have to solve

- equipment class
- score bar(variable)
- collide logic

have to prepare

- 10 various ball image
- 10 various equipment image
- rule explanation video