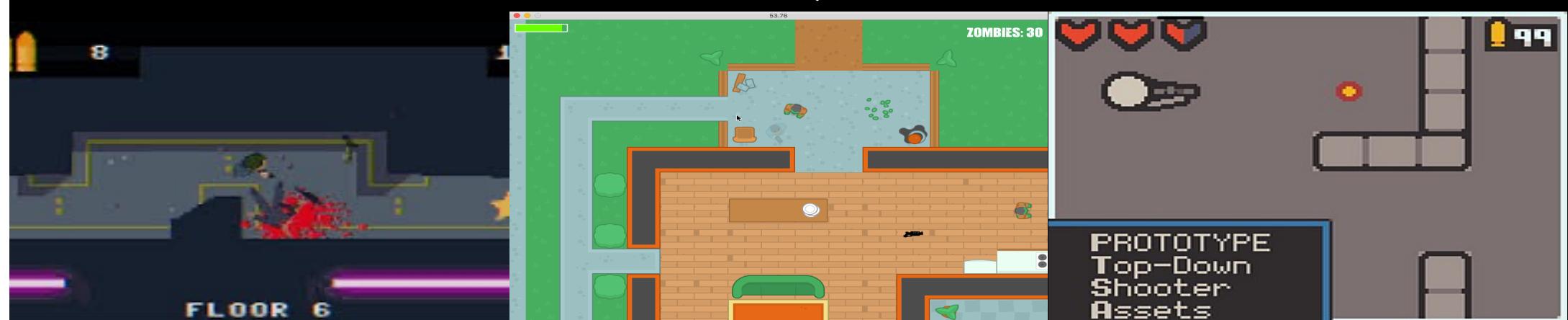


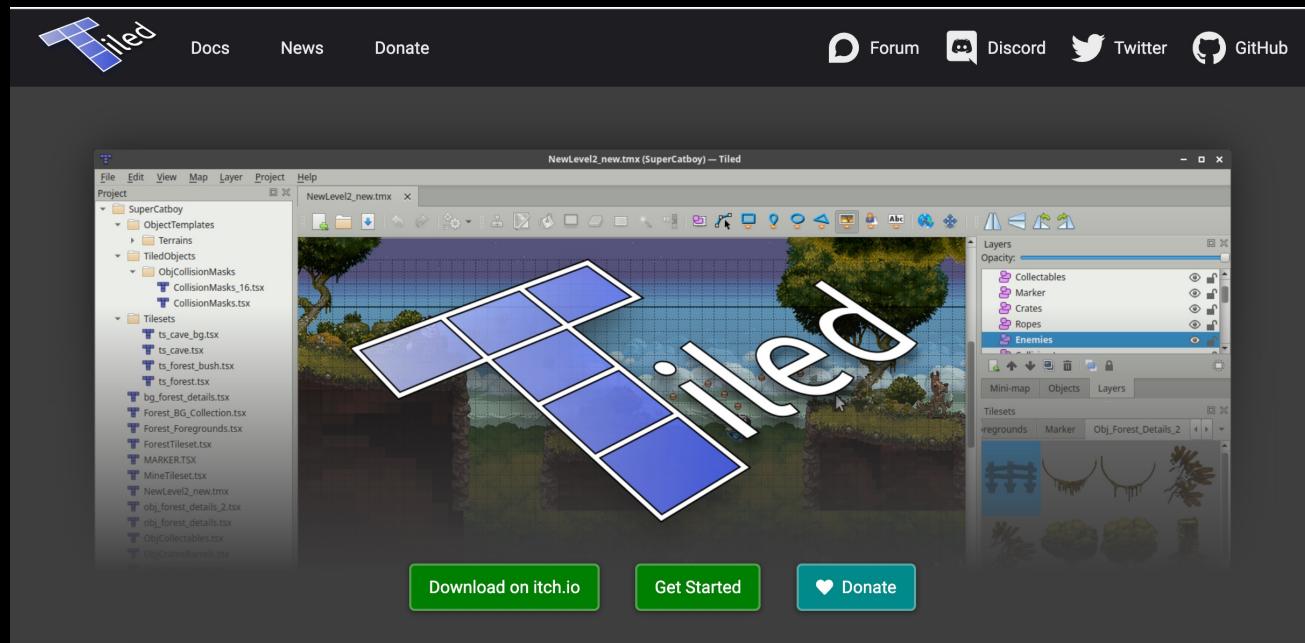


# Project 4: Tile-Based Topdown Shooter



# 1. Creating the Map

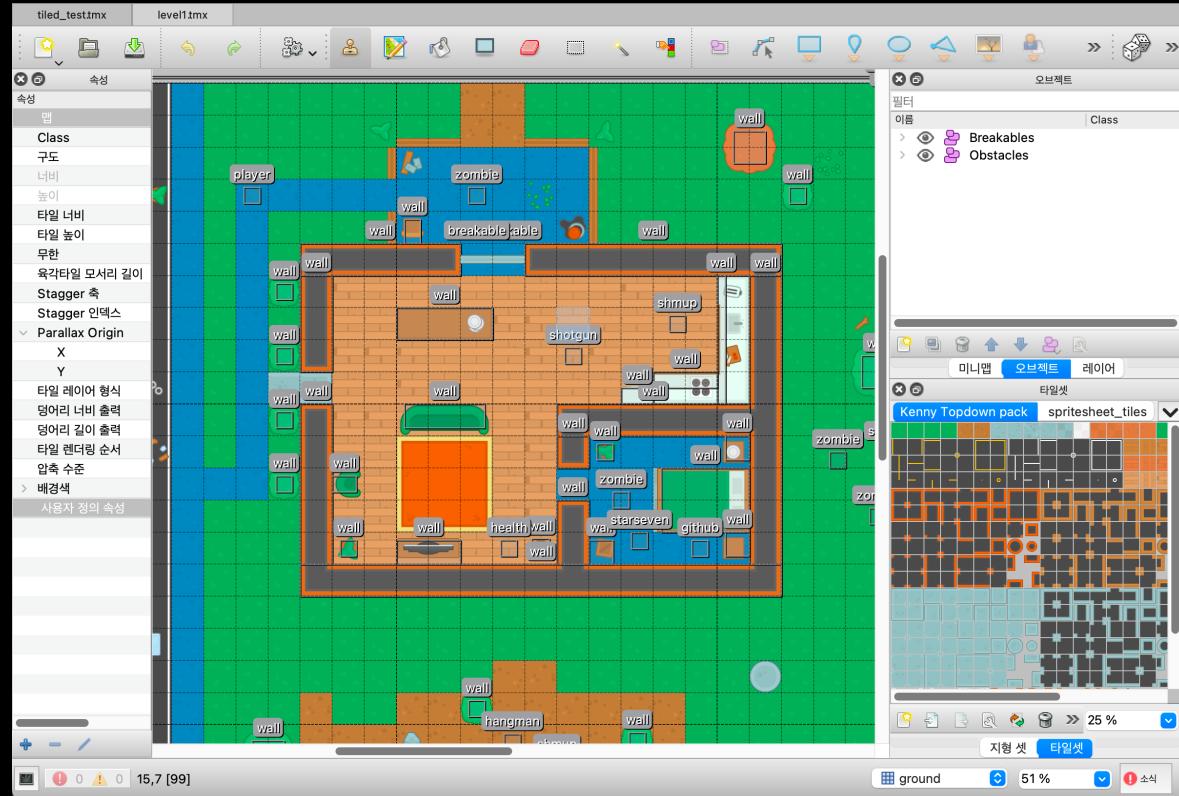
<https://www.mapeditor.org/>



Creates a tmx file

Which can be read in python

Using the pytmx package



```

1 <?xml version="1.0" encoding="UTF-8"?>
2 <map version="1.0" orientation="orthogonal" renderorder="right-down" 
3 <tileset firstgid="1" name="spritesheet_tiles" tilewidth="64" tileheight="64" 
4 <image source="../img/spritesheet_tiles.png" width="1988" height="1988" 
5 </tileset>
6 <layer name="ground" width="50" height="30" 
7 <data encoding="csv">
8 35,62,36,7,2,1,2,4,2,4,3,3,6,6,4,3,2,4,4,2,3,4,2,3,1,2,3,2,2,4,1,3,2,
9 35,62,36,8,1,3,2,4,3,3,2,1,5,6,2,4,4,4,1,3,3,1,3,3,2,1,3,3,2,2,3,3,1,
10 35,62,36,8,4,2,1,2,1,2,7,8,7,8,7,8,1,3,3,3,4,3,4,1,3,3,1,1,3,1,2,1,1,
11 35,62,36,7,4,271,273,273,273,273,8,7,8,7,7,8,1,3,2,4,2,1,4,3,4,1,4,1,
12 35,62,36,7,1,300,3,3,4,3,7,7,7,8,7,7,1,1,1,4,4,2,4,4,2,1,3,2,4,4,4,4,
13 35,62,36,7,1,300,3,2,4,3,1,3,7,8,2,4,1,2,1,3,4,3,3,2,4,4,4,1,1,4,1,4,
14 35,62,36,7,4,300,2,4,98,96,96,96,96,100,96,96,100,96,98,2,3,1,1,
15 35,62,36,7,1,300,1,4,100,100,100,100,96,98,98,100,100,96,100,100,100,
16 35,62,36,8,4,300,1,3,98,98,98,96,96,100,98,100,98,96,96,100,96,1,4,2,
17 35,62,36,8,3,301,273,1610613013,100,96,98,96,96,96,100,100,100,100,100,
18 35,62,36,8,3,300,2,4,98,98,96,98,96,98,2,1,1,3,2,1,2,1,2,1,3,3,3,4

```

The screenshot shows a code editor window displaying the XML code for the "level1tmx" tilemap. The code defines a tileset named "spritesheet\_tiles" with a width and height of 1988 pixels. It includes a layer named "ground" with a width of 50 and a height of 30. The data for this layer is represented as a CSV string of tile IDs. The code is part of a larger project structure, with other files like "main.py", "sprites.py", and "tilemap.py" visible in the sidebar.

```

class TiledMap:
    def __init__(self, filename):
        tm = pytmx.load_pygame(filename, pixelalpha=True)
        self.width = tm.width * tm.tilewidth
        self.height = tm.height * tm.tileheight
        self.tmxdata = tm

    def render(self, surface):
        ti = self.tmxdata.get_tile_image_by_gid
        for layer in self.tmxdata.visible_layers:
            if isinstance(layer, pytmx.TiledTileLayer):
                for x, y, gid, in layer:
                    tile = ti(gid)
                    if tile:
                        tile.set_colorkey([BLACK])
                        surface.blit(tile, (x * self.tmxdata.tilewidth,
                                            y * self.tmxdata.tileheight))

    def make_map(self):
        temp_surface = pg.Surface((self.width, self.height))
        self.render(temp_surface)
        return temp_surface

```

```

self.map = TiledMap(path.join(self.map_folder, 'level1.tmx'))
self.map_img = self.map.make_map()
self.map.rect = self.map_img.get_rect()
for tile_object in self.map.tmxdata.objects:
    obj_center = vec(tile_object.x + tile_object.width / 2,
                     tile_object.y + tile_object.height / 2)
    if tile_object.name == 'player':
        self.player = Player(self, obj_center.x, obj_center.y)
    if tile_object.name == 'zombie':
        Mob(self, obj_center.x, obj_center.y)
    if tile_object.name == 'sun':
        Sun(self, obj_center.x, obj_center.y)
    if tile_object.name == 'numpy':
        Numpy(self, obj_center.x, obj_center.y)
    if tile_object.name == 'windmill':
        Windmill(self, obj_center.x, obj_center.y)
    if tile_object.name == 'hangman':
        Hangman(self, obj_center.x, obj_center.y)
    if tile_object.name == 'wall':
        Obstacle(self, tile_object.x, tile_object.y,
                  tile_object.width, tile_object.height)

```

Map will be rendered into image, and instances in will automatically be located where they were placed during map design Ex)

# Map Scrolling



```
class Camera:  
    def __init__(self, width, height):  
        self.camera = pg.Rect(0, 0, width, height)  
        self.width = width  
        self.height = height  
  
    def apply(self, entity):  
        return entity.rect.move(self.camera.topleft)  
  
    def apply_rect(self, rect):  
        return rect.move(self.camera.topleft)  
  
    def update(self, target):  
        x = -target.rect.centerx + int(WIDTH / 2)  
        y = -target.rect.centery + int(HEIGHT / 2)  
  
        # limit scrolling to map size  
        x = min(0, x) # left  
        y = min(0, y) # top  
        x = max(-(self.width - WIDTH), x) # right  
        y = max(-(self.height - HEIGHT), y) # bottom  
        self.camera = pg.Rect(x, y, self.width, self.height)
```

It looks like there is camera following the moving player, but the player is actually still, and the map around it is shifting. 'Camera' follows a target, and its left top location updated a certain amount depending on where the target is. Then it applies the movement to the rest of the entities.

# Improved Move/Shoot Controls

```
def get_keys(self):
    self.rot_speed = 0
    self.vel = vec(0, 0)
    keys = pg.key.get_pressed()
    if keys[pg.K_LEFT] or keys[pg.K_a]:
        self.rot_speed = PLAYER_ROT_SPEED
    if keys[pg.K_RIGHT] or keys[pg.K_d]:
        self.rot_speed = -PLAYER_ROT_SPEED
    if keys[pg.K_UP] or keys[pg.K_w]:
        self.vel = vec(PLAYER_SPEED, 0).rotate(-self.rot)
    if keys[pg.K_DOWN] or keys[pg.K_s]:
        self.vel = vec(-PLAYER_SPEED / 2, 0).rotate(-self.rot)
    if keys[pg.K_SPACE]:
        self.shoot()
```



```
def get_keys(self):
    self.rot_speed = 0
    self.vel = vec(0, 0)
    keys = pg.key.get_pressed()
    mouse = pg.mouse.get_pressed()
    if keys[pg.K_a]:
        self.vel = vec(-PLAYER_SPEED, 0)
    if keys[pg.K_d]:
        self.vel = vec(PLAYER_SPEED, 0)
    if keys[pg.K_w]:
        self.vel = vec(0, -PLAYER_SPEED).rotate(-self.rot)
    if keys[pg.K_s]:
        self.vel = vec(0, +PLAYER_SPEED).rotate(-self.rot)
    if mouse[0] == 1:
        #print(1)
        self.shoot()
```

The original game used L, R arrow keys to rotate the player,  
And U D arrow keys to move it front or back depending on its relative angle

However, this is very hard to control -> Change to WASD Movement, Mouse to shoot

# Rotation Method While Scrolling

```
def update(self):
    self.get_keys()
    mouse_pos = pg.mouse.get_pos()
    #print(mouse_pos)
    actual_mouse = (mouse_pos[0] - self.game.camera.camera.x, mouse_pos[1] - self.game.camera.camera.y)
    #print(mouse_pos, actual_mouse)
    self.mouse_angle = math.atan2(actual_mouse[1] - (self.pos[1]), actual_mouse[0] - self.pos[0]) #+32 +26
    self.rot = (360 - self.mouse_angle*57.29)%360
    #self.rot = (self.rot + self.rot_speed * self.game.dt) % 360
    self.image = pg.transform.rotate(self.game.player_img, self.rot)
```

Player will rotate depending on where the mouse is  
However, the mouse coordinates returned by `pg.mouse.get_pos()` only return the relative location of the mouse on the current VISIBLE SCREEN.  
Therefore we must subtract the cameras' current topleft x,y coordinates in order to make it work while scrolling

# Settings.py

```
# Player settings
PLAYER_HEALTH = 100
PLAYER_SPEED = 350
PLAYER_ROT_SPEED = 200
PLAYER_IMG = 'student.png'
PLAYER_HIT_RECT = pg.Rect(0, 0, 35, 35)
BARREL_OFFSET = vec(30, 30)

# Weapon settings
BULLET_IMG = 'bullet.png'
WEAPONS = {}
WEAPONS['pistol'] = {'bullet_speed': 500,
                     'bullet_lifetime': 1000,
                     'rate': 150,
                     'kickback': 50,
                     'spread': 5,
                     'damage': 6,
                     'bullet_size': 'lg',
                     'bullet_count': 1}
WEAPONS['shotgun'] = {'bullet_speed': 400,
                      'bullet_lifetime': 500,
                      'rate': 900,
                      'kickback': 100,
                      'spread': 20,
                      'damage': 5,
                      'bullet_size': 'sm',
                      'bullet_count': 12}
WEAPONS['machine gun'] = {'bullet_speed': 600,
                           'bullet_lifetime': 800,
                           'rate': 50,
                           'kickback': 60,
                           'spread': 8,
                           'damage': 5.5,
                           'bullet_size': 'lg',
                           'bullet_count': 1}

# Mob settings

MOBS = {}
MOBS['zombie'] = {
    'img' : 'pysnake.png',
    'speed' : [150, 100, 75, 125],
    'hit_rect' : pg.Rect(0, 0, 30, 30),
    'health' : 75,
    'damage' : 10,
    'knockback' : 20,
    'avoid_radius' : 50,
    'detect_radius' : 400}
```

Contains all necessary info of game including sprite health, speed, gun damage etc

# Sprites - Player

```
class Player(pg.sprite.Sprite):
    def __init__(self, game, x, y):
        self._layer = PLAYER_LAYER
        self.groups = game.all_sprites
        pg.sprite.Sprite.__init__(self, self.groups)
        #^ ^ some - some
        (parameter) self: Self@Player
        self.rect = self.image.get_rect()
        self.rect.center = (x, y)
        self.hit_rect = PLAYER_HIT_RECT
        self.hit_rect.center = self.rect.center
        self.vel = vec(0, 0)
        self.pos = vec(x, y)
        self.last_shot = 0
        self.health = PLAYER_HEALTH
        self.weapon = 'pistol'
        self.damaged = False
        self.mouse_pos = pg.mouse.get_pos()
        self.mouse_angle = math.atan2(self.mouse_pos[1] - (self.pos[1]+32), self.mouse_pos[0]-self.pos[0]+26)
        self.rot = 0

    def get_keys(self):
        self.rot_speed = 0
        self.vel = vec(0, 0)
        keys = pg.key.get_pressed()
        mouse = pg.mouse.get_pressed()
        if keys[pg.K_a]:
            self.vel = vec(-PLAYER_SPEED,0)
        if keys[pg.K_d]:
            self.vel = vec(PLAYER_SPEED,0)
        if keys[pg.K_w]:
            self.vel = vec(0, -PLAYER_SPEED).rotate(-self.rot)
        if keys[pg.K_s]:
            self.vel = vec(0, +PLAYER_SPEED).rotate(-self.rot)
        if mouse[0] == 1:
            #print(1)
            self.shoot()
```

```
def new(self):
    # initialize all variables and do all the setup for a new game
    self.all_sprites = pg.sprite.LayeredUpdates()
    self.walls = pg.sprite.Group()
    self.mobs = pg.sprite.Group()
    self.mobList = []
    self.bullets = pg.sprite.Group()
    self.items = pg.sprite.Group()

def shoot(self):
    now = pg.time.get_ticks()
    if now - self.last_shot > WEAPONS[self.weapon]['rate']:
        self.last_shot = now
        dir = vec(1, 0).rotate(-self.rot)
        pos = self.pos + BARREL_OFFSET.rotate(-self.rot)
        self.vel = vec(-WEAPONS[self.weapon]['kickback'], 0).rotate(-self.rot)
        for i in range(WEAPONS[self.weapon]['bullet_count']):
            spread = uniform(-WEAPONS[self.weapon]['spread'], WEAPONS[self.weapon]['spread'])
            Bullet(self.game, pos, dir.rotate(spread), WEAPONS[self.weapon]['damage'])
            snd = choice(self.game.weapon_sounds[self.weapon])
            if snd.get_num_channels() > 2:
                snd.stop()
            snd.play()
            MuzzleFlash(self.game, pos)

def hit(self):
    self.damaged = True
    self.damage_alpha = chain(DAMAGE_ALPHA * 4)

def update(self):
    self.get_keys()
    mouse_pos = pg.mouse.get_pos()
    #print(mouse_pos)
    actual_mouse = (mouse_pos[0] - self.game.camera.camera.x, mouse_pos[1] - self.game.camera.camera.y)
    #print(mouse_pos, actual_mouse)
    self.mouse_angle = math.atan2(actual_mouse[1] - (self.pos[1]), actual_mouse[0] - self.pos[0]) #-32 +26
    self.rot = (360 - self.mouse_angle*57.29)%360
    self.rot = (self.rot + self.rot_speed * self.game.dt) % 360
    self.image = pg.transform.rotate(self.game.player_img, self.rot)
    if self.damaged:
        try:
            self.image.fill((255, 0, 0, next(self.damage_alpha)), special_flags=pg.BLEND_RGBA_MULT)
        except:
            self.damaged = False
    self.rect = self.image.get_rect()
    self.rect.center = self.pos
    self.pos += self.vel * self.game.dt
    self.hit_rect.centerx = self.pos.x
    collide_with_walls(self, self.game.walls, 'x')
    self.hit_rect.centery = self.pos.y
    collide_with_walls(self, self.game.walls, 'y')
    self.rect.center = self.hit_rect.center

def add_health(self, amount):
    self.health += amount
    if self.health > PLAYER_HEALTH:
        self.health = PLAYER_HEALTH
```

# Sprites – Mob

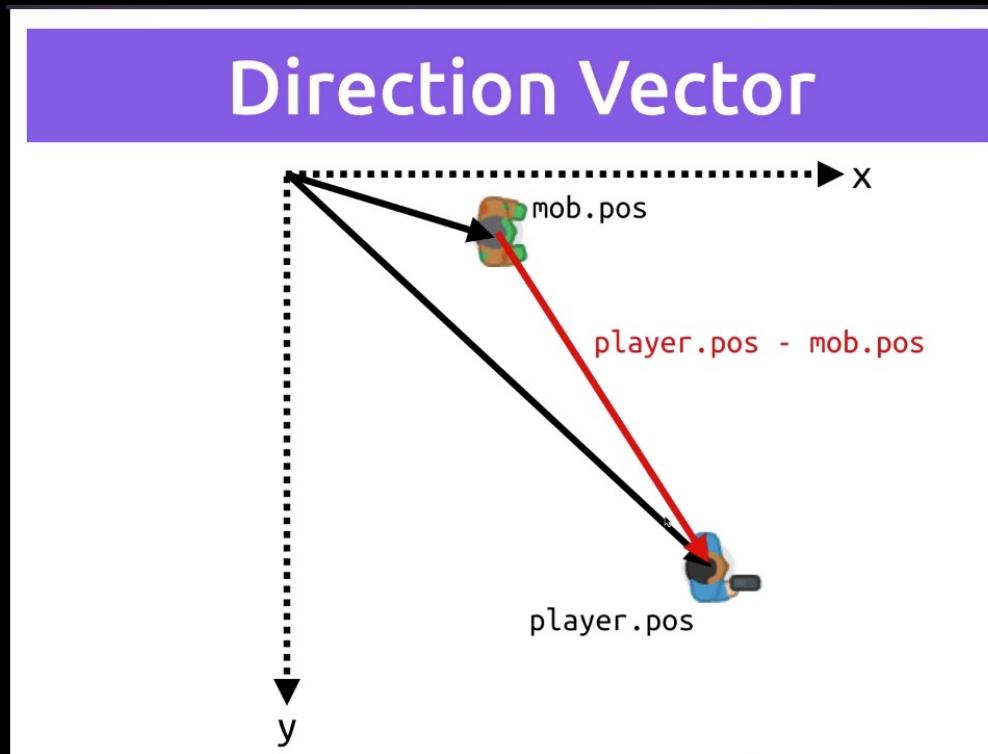
```
class Mob(pg.sprite.Sprite):
    def __init__(self, game, x, y):
        self._layer = MOB_LAYER
        self.groups = game.all_sprites, game.mobs
        pg.sprite.Sprite.__init__(self, self.groups)
        self.game = game
        self.image = game.pysnake_img.copy()
        self.rect = self.image.get_rect()
        self.rect.center = (x, y)
        self.hit_rect = MOB_HIT_RECT.copy()
        self.hit_rect.center = self.rect.center
        self.pos = vec(x, y)
        self.vel = vec(0, 0)
        self.acc = vec(0, 0)
        self.rect.center = self.pos
        self.rot = 0
        self.health = MOB_HEALTH
        self.speed = choice(MOB_SPEEDS)
        self.target = game.player
        self.game.mobList.append(self)

    def avoid_mobs(self):
        for mob in self.game.mobs:
            if mob != self:
                dist = self.pos - mob.pos
                if 0 < dist.length() < AVOID_RADIUS:
                    self.acc += dist.normalize()
```

```
def update(self):
    target_dist = self.target.pos - self.pos
    if target_dist.length_squared() < DETECT_RADIUS**2:
        if random() < 0.002:
            choice(self.game.zombie_moan_sounds).play()
        self.rot = target_dist.angle_to(vec(1, 0))
        self.image = pg.transform.rotate(self.game.pysnake_img, self.rot)
        self.rect.center = self.pos
        self.acc = vec(1, 0).rotate(-self.rot)
        self.avoid_mobs()
        self.acc.scale_to_length(self.speed)
        self.acc += self.vel * -1
        self.vel += self.acc * self.game.dt
        self.pos += self.vel * self.game.dt + 0.5 * self.acc * self.game.dt ** 2
        self.hit_rect.centerx = self.pos.x
        collide_with_walls(self, self.game.walls, 'x')
        self.hit_rect.centery = self.pos.y
        collide_with_walls(self, self.game.walls, 'y')
        self.rect.center = self.hit_rect.center
    if self.health <= 0:
        choice(self.game.zombie_hit_sounds).play()
        self.kill()
        self.game.map_img.blit(self.game.splat, self.pos - vec(32, 32))
        self.game.score += 1

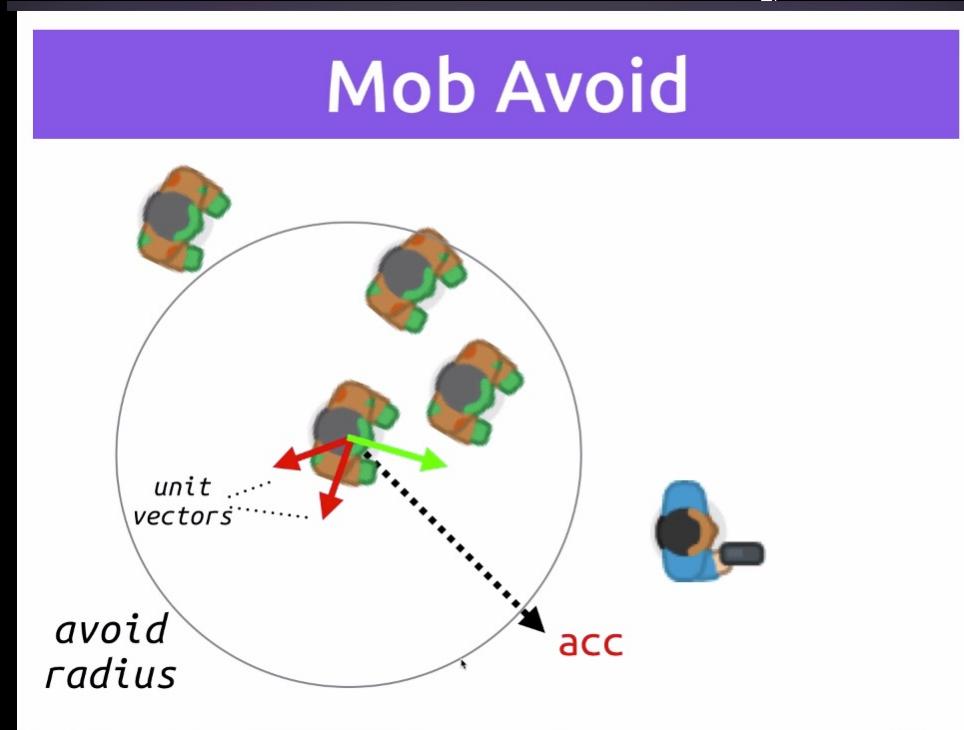
    def draw_health(self):
        if self.health > 60:
            col = GREEN
        elif self.health > 30:
            col = YELLOW
        else:
            col = RED
        width = int(self.rect.width * self.health / MOB_HEALTH)
        self.health_bar = pg.Rect(0, 0, width, 7)
        if self.health < MOB_HEALTH:
            pg.draw.rect(self.image, col, self.health_bar)
```

# Mob Movement - Chasing Player



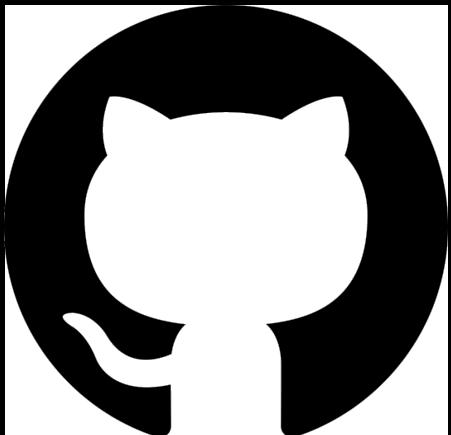
Speed and Velocity are stored as vectors. Each mob is given a DETECT\_RADIUS. If player is within detection radius, we make the mob move to the player's direction, calculating their location by subtracting `player.pos - mob.pos`

# Mob Movement - Improved



After a while mobs get mashed into one location because they all get the same velocity vector from the player. In order to solve this, we give each mob AVOID\_RADIUS, and if there are other mobs in the radius, we calculate the unit vectors between target mob and invading mobs, and calculate direction by adding all three

# Items - Github



- Randomly Chooses 2 Mobs and kills them
- Problem: you cannot apply random.choice to sprite groups
- Solution: When you create mobs, append them to a separate list, and apply random.choice to that list

```
class Sun(pg.sprite.Sprite):
    def __init__(self, game, x, y):
        self._layer = MOB_LAYER
        self.groups = game.all_sprites, game.mobs
        pg.sprite.Sprite.__init__(self, self.groups)
        self.game = game
        self.image = game.sun_img.copy()
        self.rect = self.image.get_rect()
        self.rect.center = (x, y)
        self.hit_rect = SUN_HIT_RECT.copy()
        self.hit_rect.center = self.rect.center
        self.pos = vec(x, y)
        self.vel = vec(0, 0)
        self.acc = vec(0, 0)
        self.rect.center = self.pos
        self.rot = 0
        self.health = 1500
        self.speed = SUN_SPEED
        self.target = game.player
        self.game.mobList.append(self)
```

```
if hit.type == 'github':
    hit.kill()
    self.effects_sounds['github'].play()
    a1 = choice(self.mobList[:])
    a1.kill()
    self.mobList.remove(a1)
    a2 = choice(self.mobList[:])
    a2.kill()
    self.mobList.remove(a2)
    self.github += 1
    self.score += 2
if self.github >= 4:
    self.playing = False
```

```
self.score = 0
self.github = 0
self.start = True
self.prof = True
self.startTime = pg.time
self.nightDelay = 9000
self.FA = True
self.OOT = False
```

# Items - Guns

```
BULLET_IMG = 'bullet.png'
WEAPONS = {}
WEAPONS['pistol'] = {'bullet_speed': 500,
                     'bullet_lifetime': 1000,
                     'rate': 150,
                     'kickback': 50,
                     'spread': 5,
                     'damage': 6,
                     'bullet_size': 'lg',
                     'bullet_count': 1}
WEAPONS['shotgun'] = {'bullet_speed': 400,
                      'bullet_lifetime': 500,
                      'rate': 900,
                      'kickback': 100,
                      'spread': 20,
                      'damage': 5,
                      'bullet_size': 'sm',
                      'bullet_count': 12}
WEAPONS['machine gun'] = {'bullet_speed': 600,
                           'bullet_lifetime': 800,
                           'rate': 50,
                           'kickback': 60,
                           'spread': 8,
                           'damage': 5.5,
                           'bullet_size': 'lg',
                           'bullet_count': 1}
```

- Info of guns stored in dict in settings.py

```
for mob in hits:
    # hit.health -= WEAPONS[self.player.weapon]['damage'] * len(hits[hit])
    for bullet in hits[mob]:
        mob.health -= bullet.damage
        mob.vel = mob.vel*0.85

for hit in hits:
    if hit.type == 'health' and self.player.health < PLAYER_HEALTH:
        hit.kill()
        self.effects_sounds['health_up'].play()
        self.player.add_health(HEALTH_PACK_AMOUNT)
    if hit.type == 'shotgun':
        hit.kill()
        self.effects_sounds['gun_pickup'].play()
        self.player.weapon = 'shotgun'
    if hit.type == 'machine gun':
        hit.kill()
        self.effects_sounds['metal_slug'].play()
        self.player.weapon = 'machine gun'
```

# Items - Guns

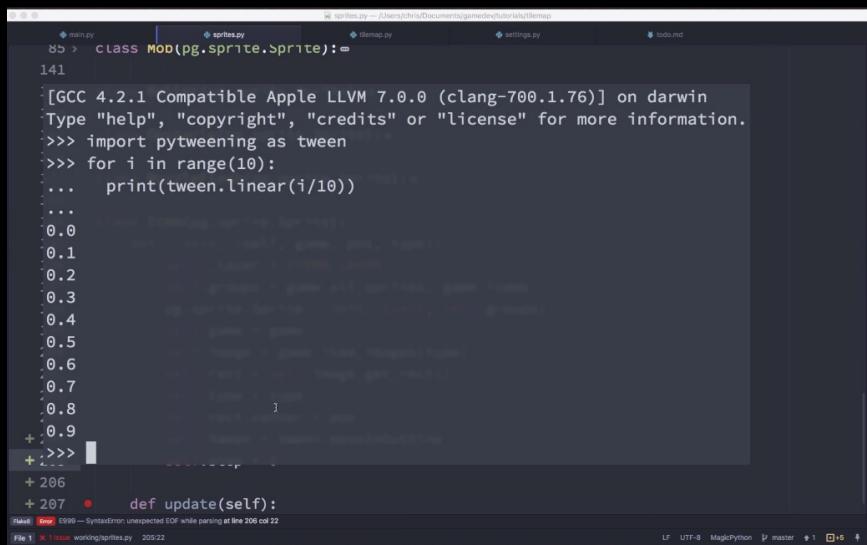
```
def shoot(self):
    now = pg.time.get_ticks()
    if now - self.last_shot > WEAPONS[self.weapon]['rate']:
        self.last_shot = now
        dir = vec(1, 0).rotate(-self.rot)
        pos = self.pos + BARREL_OFFSET.rotate(-self.rot)
        self.vel = vec(-WEAPONS[self.weapon]['kickback'], 0).rotate(-self.rot)
        for i in range(WEAPONS[self.weapon]['bullet_count']):
            spread = uniform(-WEAPONS[self.weapon]['spread'], WEAPONS[self.weapon]['spread'])
            Bullet(self.game, pos, dir.rotate(spread), WEAPONS[self.weapon]['damage'])
            snd = choice(self.game.weapon_sounds[self.weapon])
            if snd.get_num_channels() > 2:
                snd.stop()
            snd.play()
        MuzzleFlash(self.game, pos)
```

```
for mob in hits:
    # hit.health -= WEAPONS[self.player.weapon]['damage'] * len(hits[hit])
    for bullet in hits[mob]:
        mob.health -= bullet.damage
    mob.vel = mob.vel*0.85
```

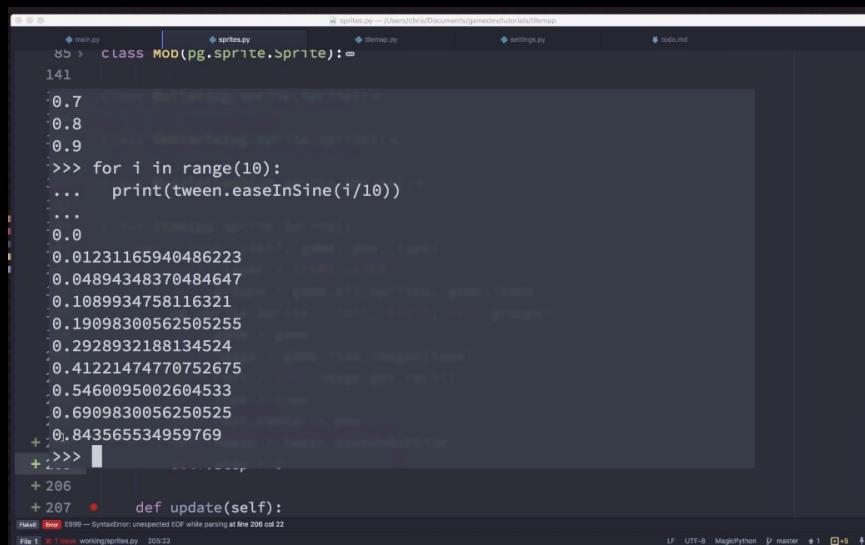
- Rate
- Kickback
- Bullet\_count
- Spread(Rotation for Inaccuracy)
- Range(Duration)
- Damage

# Items - Bouncing: Tweening/Easing

<https://gamemechanicexplorer.com/>



```
85 > class MOD(pg.sprite.Sprite):= 141
[GCC 4.2.1 Compatible Apple LLVM 7.0.0 (clang-700.1.76)] on darwin
Type "help", "copyright", "credits" or "license" for more information.
>>> import pytweening as tween
>>> for i in range(10):
...     print(tween.linear(i/10))
...
0.0
0.1
0.2
0.3
0.4
0.5
0.6
0.7
0.8
0.9
+>>> [REDACTED]
+ 206
+ 207  ● def update(self):
File 1 | 1 issue working.sprites.py 205:22
LF  UTF-8  MagicPython  master  +1  ☐+5  ⌂
```



```
85 > class MOD(pg.sprite.Sprite):= 141
0.7
0.8
0.9
>>> for i in range(10):
...     print(tween.easeInSine(i/10))
...
0.0
0.01231165940486223
0.04894348370484647
0.1089934758116321
0.19098300562505255
0.2928932188134524
0.41221474770752675
0.5460095002604533
0.6909830056250525
0.843565534959769
+>>> [REDACTED]
+ 206
+ 207  ● def update(self):
File 1 | 1 issue working.sprites.py 205:22
LF  UTF-8  MagicPython  master  +1  ☐+5  ⌂
```

- Using the pytweening package
- Tweening allows us to move through a range in different rates

A screenshot of a code editor showing a Python script. The script defines a class `Bob` that inherits from `pg.sprite.Sprite`. It contains a range loop and a definition for `update`. A syntax error is present at the end of the file.

```
85 > CLASS Bob(pg.sprite.Sprite):= 141
0.7
0.8
0.9
>>> for i in range(10):
...     print(tween.easeInSine(i/10))
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0.0
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0.6909830056250525
0.843565534959769
+ .>>> █
+ 206
+ 207 • def update(self):
File 1 1 Issue working.sprites.py 209:22
Error E999 - SyntaxError: unexpected EOF while parsing at line 206 col 22
```

```
class Item(pg.sprite.Sprite):
    def __init__(self, game, pos, type):
        self._layer = ITEMS_LAYER
        self.groups = game.all_sprites, game.items
        pg.sprite.Sprite.__init__(self, self.groups)
        self.game = game
        self.image = game.item_images[type]
        self.rect = self.image.get_rect()
        self.type = type
        self.pos = pos
        self.rect.center = pos
        self.tween = tween.easeInOutSine
        self.step = 0
        self.dir = 1

    def update(self):
        # bobbing motion
        offset = BOB_RANGE * (self.tween(self.step / BOB_RANGE) - 0.5)
        self.rect.centery = self.pos.y + offset * self.dir
        self.step += BOB_SPEED
        if self.step > BOB_RANGE:
            self.step = 0
            self.dir *= -1
```

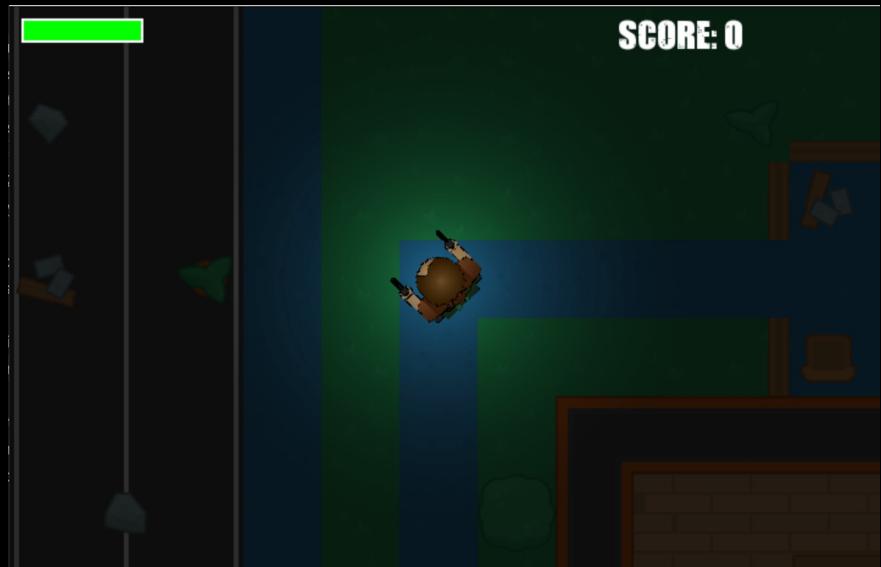
# Night Mode

```
def render_fog(self):
    # draw the light mask (gradient) onto fog image
    self.fog.fill(NIGHT_COLOR)
    self.light_rect.center = self.camera.apply(self.player).center
    self.fog.blit(self.light_mask, self.light_rect)
    self.screen.blit(self.fog, (0, 0), special_flags=pg.BLEND_MULT)
```

```
NIGHT_COLOR = (45, 45, 45)
LIGHT_RADIUS = (500, 500)
LIGHT_MASK = "light_350_soft.png"
```

Draw color over entire screen with special\_flags  
Set as BLEND\_MULT

light\_350\_soft.png



```
if (math.floor((pg.time.get_ticks() - self.startTime)/1000%50)) == 0:  
    if pg.time.get_ticks() - self.nightDelay > 1000:  
        self.night = not self.night  
        self.nightDelay = pg.time.get_ticks()  
  
    if self.night:  
        self.render_fog()
```

- Night mode is toggled every 50 seconds.
- Therefore 1 Day is 100 seconds

# Ending Conditions

```
if len(self.mobs) == 1:  
    self.playing = False  
  
if self.prof == False:  
    self.playing = False  
  
if pg.time.get_ticks() - self.startTime >= 300000:  
    self.FA = False  
  
if pg.time.get_ticks() - self.startTime >= 1500000: #150000:  
    self.OOT = True  
    self.playing = False
```

- If all assignments are dead
- If Professor is defeated
- If 1500 seconds (15 Days) have passed
- If you don't make it through 300 seconds (3 Days), you get an F/A

# Ending Conditions - End Screen

Different end screens depending on how the game ended

```
if self.github >= 4 :
    self.screen.fill(BLACK)
    self.screen.blit(self.prof_img, (WIDTH/2 - 210, 50))
    self.draw_text("PLAGIARISM!", self.hud_font, 100, RED,
                  WIDTH / 2, HEIGHT / 2 + 160, align="center")
    self.draw_text("YOU GET AN INSTANT F!", self.hud_font, 75, WHITE,
                  WIDTH / 2, HEIGHT * 3.2 / 4, align="center")
    pg.display.flip()
    pg.time.delay(2000)
    self.wait_for_key()

if self.prof == False:
    self.screen.fill(BLACK)
    self.screen.blit(self.prof_img, (WIDTH/2 - 210, 50))
    self.draw_text("HOW DARE YOU", self.hud_font, 100, RED,
                  WIDTH / 2, HEIGHT / 2 + 160, align="center")
    # self.draw_text("YOU GET AN INSTANT F!", self.hud_font, 75, WHITE,
    #               WIDTH / 2, HEIGHT * 3.1 / 4, align="center")
    pg.display.flip()
    pg.time.delay(2000)
    self.wait_for_key()

if self.FA == True and len(self.mobs) != 1 and self.prof != False and self.github < 4: #and self.github <4
    self.screen.fill(BLACK)
    self.screen.blit(self.prof_img, (WIDTH/2 - 210, 50))
    self.draw_text("YOU DIDN'T LAST 3 DAYS", self.hud_font, 100, RED,
                  WIDTH / 2, HEIGHT / 2 + 160, align="center")
    self.draw_text("F/A!", self.hud_font, 75, WHITE,
                  WIDTH / 2, HEIGHT * 3.2 / 4, align="center")
    pg.display.flip()
    pg.time.delay(2000)
    self.wait_for_key()
```

# Ending Conditions - Grades

```
if self.github >=4 or self.prof == False or (self.FA == True and len(self.mobs)!=1):
    self.score = 0
if self.score >= 0 and self.score<= 12:
    grade = 'F'
    self.emotional_damage.play()
elif self.score <=24:
    grade = 'D'
    self.failure.play()
elif self.score <=36:
    grade = 'C'
    self.failure.play()
elif self.score <=48:
    grade = 'B'
    self.weak_clapping.play()
elif self.score <=69:
    grade = 'A'
    self.yay.play()
else:
    grade = 'A+'
    self.tadaa.play()
```

Points per Mob

Pysnake: 1

Shmup: 1

Hangman: 1

Numpy: 2

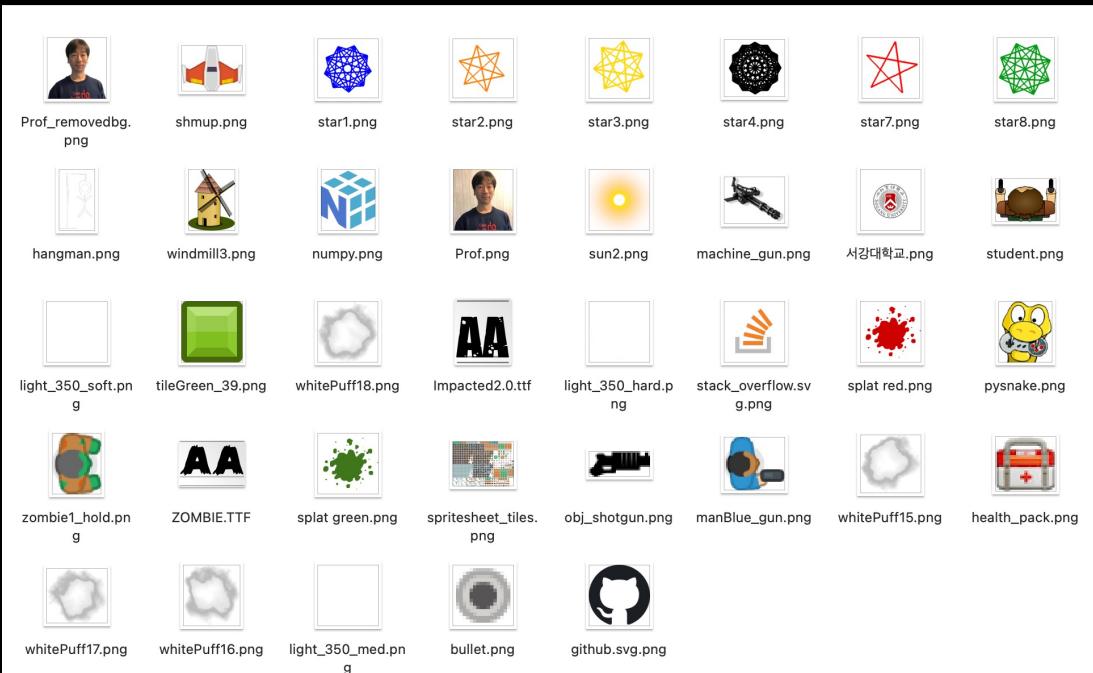
Windmill: 3

Stars1~7: 1,2,5

Sun: 10

You must kill all assignments WITHOUT using any Githubs to get A+

# Assets



```
def load_data(self):
    game_folder = path.dirname(__file__)
    img_folder = path.join(game_folder, 'img')
    snd_folder = path.join(game_folder, 'snd')
    music_folder = path.join(game_folder, 'music')
    self.map_folder = path.join(game_folder, 'maps')
    self.title_font = path.join(img_folder, 'ZOMBIE.TTF')
    self.hud_font = path.join(img_folder, 'Impacted2.0.ttf')
    self.dim_screen = pg.Surface(self.screen.get_size()).convert_alpha()
    self.dim_screen.fill(0, 0, 0, 180)
    self.sogang_img = pg.image.load(path.join(img_folder, '서강대학교.png')).convert_alpha()
    self.sogang_img = pg.transform.scale(self.sogang_img, (420, 420))
    self.player_img = pg.image.load(path.join(img_folder, PLAYER_IMG)).convert_alpha()
    self.prof_img = pg.image.load(path.join(img_folder, 'Prof.png')).convert_alpha()
    self.sun_img = pg.image.load(path.join(img_folder, 'sun2.png')).convert_alpha()
    self.sun_img = pg.transform.scale(self.sun_img, (250, 250))
    self.player_img = pg.transform.scale(self.player_img, (65, 60))
    self.player_img = pg.transform.rotate(self.player_img, -90)
    self.bullet_images = {}
    self.bullet_images['lg'] = pg.image.load(path.join(img_folder, BULLET_IMG)).convert_alpha()
    self.bullet_images['sm'] = pg.transform.scale(self.bullet_images['lg'], (10, 10))
    self.pysnake_img = pg.image.load(path.join(img_folder, PYSNAKE_IMG)).convert_alpha()
    self.pysnake_img = pg.transform.scale(self.pysnake_img, (64, 64))
    self.pysnake_img = pg.transform.rotate(self.pysnake_img, -90)
    self.shmup_img = pg.image.load(path.join(img_folder, 'shmup.png')).convert_alpha()
    self.shmup_img = pg.transform.scale(self.shmup_img, (72, 72))
    self.shmup_img = pg.transform.rotate(self.shmup_img, -90)
    self.numpy_img = pg.image.load(path.join(img_folder, 'numpy.png')).convert_alpha()
    self.numpy_img = pg.transform.scale(self.numpy_img, (64, 64))
    self.numpy_img = pg.transform.rotate(self.numpy_img, -90)
    self.profPNG_img = pg.image.load(path.join(img_folder, 'Prof_removedbg.png')).convert_alpha()
    self.profPNG_img = pg.transform.scale(self.profPNG_img, (150, 150))
    self.profPNG_img = pg.transform.rotate(self.profPNG_img, -90)
    self.windmill_img = pg.image.load(path.join(img_folder, 'windmill3.png')).convert_alpha()
```

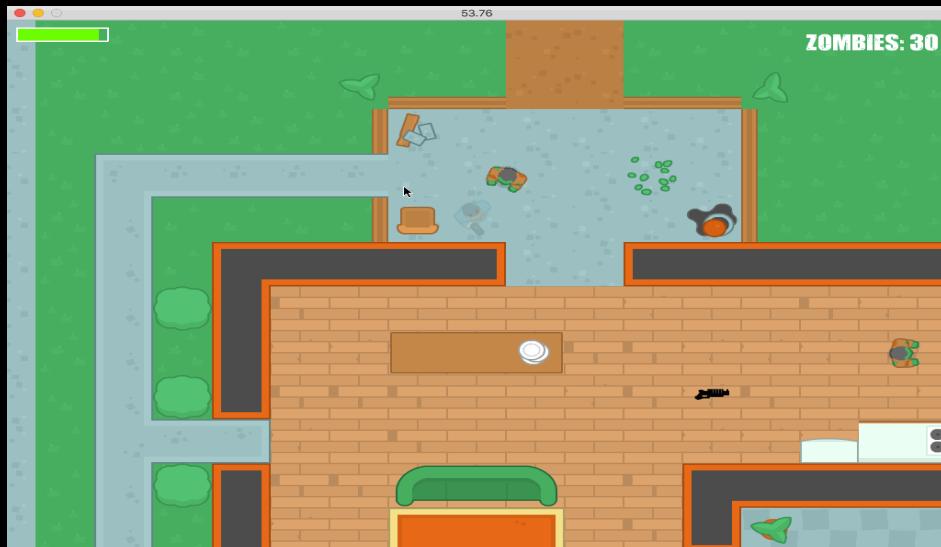
# Basis & References

<https://kidscancode.org/lessons/>

[https://github.com/kidscancode/pygame\\_tutorials](https://github.com/kidscancode/pygame_tutorials)

<https://www.youtube.com/@Kidscancode>

<https://www.youtube.com/@zacharystollerss02>



# Improvements

Several waves instead of 1 big game?

Power ups? (PngEgg → Increase speed, Invisible etc)

Some Animation?

Different Weapons?

Change Pointer Image?

A mob that shoots?

Typing minigame?

[https://github.com/lukekwoh98/Introduction-to-Visual-Media-Programming/tree/main/Project4\\_Testing/part%202023%20Lighting%20Effect](https://github.com/lukekwoh98/Introduction-to-Visual-Media-Programming/tree/main/Project4_Testing/part%202023%20Lighting%20Effect)