

# EW200 Final Project

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Objective: Create an original video game in Python- whatever you want!

Name: REMI NUNEN

Game Title: WATER WORLD

Timeline and Grading:

\_\_\_: Preliminary Design **(2pts)** – due 13 NOV during class

- Hand drawn cartoon of game play (1)
- Graphic assets (1)

\_\_\_: Midpoint Check-In **(5pts)** – due 22 NOV prior to Thanksgiving break

- Playable game, some errors are ok (2)
- Object diagram (1)
- Complete description of game using flow chart, pseudo code, etc. (2)

\_\_\_: Final Submission **(43 pts)** – due 3 DEC and shared with me via GitHub link

- Playable game with no errors (5)
- Clean code structure, multiple files, comments, etc. (3)
- GitHub with descriptive README and >5 meaningful commits (2)
- Code Achievements, see next page (33)
- PASS / FAIL: You must be able to explain all code in your project

## Code Achievements

You may select any combination of the achievements below to earn 33 points towards your project grade. You may earn up to 3 bonus points by over achieving ☺

**Multiplayer:** Simultaneous players using WASD + Arrow Keys or other input combinations (8)

**Mouse Master:** Incorporate to mouse events in the game play (2)

**Keyboard King:** Incorporate key press events in the game play (2)

**Tiler:** Use sprite tiles to create a continuous background or other graphic objects (2)

**Sound Blaster:** Use sound effects based on game events (2)

**Level Up:** Multiple game levels or increasing difficulty (4)

**Healthy Eater:** Collectible powerups provide health or other advantages (4)

**Looking Weak:** Indicate player status by changing graphics to show damage or other effects (4)

**Points-R-Us:** Track player score (2)

**Over Achiever:** Track high score between game plays (4)

**Physical:** Incorporate some type of physics (gravity, elastic collisions, etc.) (4)

**Tricky Trig:** Use trigonometry in a meaningful way, it's funner than it looks! (4)

**Shooter:** Use projectiles in the game play (2)

**Terminator:** NPC's move in an intelligent way (track player, avoid obstacles, etc) (4)

**Helping Hand:** Help classmate(s) with their games, document with comments (+1 up to 5) + 3

**Textual:** Use dynamically generated text (not a static graphic) (2)

LAUREN & SAMMY

**Shifting Screens:** Multiple screens (game play instructions, game over, etc) (2)

DOUGLAS

**Save Game:** Save game and reload (4)

**Tick Tock:** Use time as a scoring mechanism or other game dynamic (2)

**Fancy Fonts:** Use a font you found online for your game (1)

**The Walls Are Hard:** Collisions constrain player movement (platforms, walls, etc) (4)

**Muzak:** Play continuous background music during the game (2)

**Main Menu:** Use a menu to select among multiple actions (eg start, show high scores, quit) (3)