Dino Runner

Rules

* Simply press the space bar and the dino will start running.
* Press the space bar to jump over the obstacles in your path.
* The longer you hold the up arrow, the higher dino will jump.
* The longer you play, the faster dino runs/the ground moves.
* Once you crash into something, the game is over and you must restart (your score resets, too).
* You can play again by hitting the space bar.

Requirements

* The program may be any type of game or interactive simulation.
* The program should use classes and instances.
* The program should apply the four principles of programming with classes.
* The program should use the libraries chosen in the course.
* The program should be delivered through a version control system.
* The program should be able to be run from the command line

Assignments

* Need to change the starting position to horizontal.
* Need to draw obstacles in a different position.
* Need to set the score with velocity.
* Need to change the key use to the space bar
* Need to set gravity to put the dinosaur at the bottom again when jumps.
* Need to figure out how the dino jump
* Need to figure out how to use polymorphism
* Create game interface:
  + Show the rules
  + Press space to start
    - Use the hilo Director outputs.

Maintainability

* Inheritance and polymorphism?
* Comments.
* Create a Constants.py.
* Create another class for score.

To do list.

Phase 1

* Scoring
  + Add the score form when the game starts to when the game ends -Marvil
  + Create a new class for score(Take example for the cycle game)
* Jump
  + Make control to spacebar
  + Find a way to make player up and go back down - Dallan
* Characters.
  + Find out how to make the objects move from right to left- Matthew
  + Substitute the artifact class for the Object.
    - Use Polymorphism to create objects Class.
    - Add getter and setter to the artifact Class
      * Position
      * Velocity
      * Color
      * Font-Size

Phase 2

* Characters
  + Add sprites
  + Make different sizes of objects?
* Game interface
  + Have a UI for the beginning, playing of game and end of game
* Create the Constant.py file.