**DinoHunter Game**

**Technique Callout Sheet**

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1. Basic Object Functionality

* **Collision detection between the player bullet and enemy sprite which will decrement the enemy health and increase the player score [Dino\_Hunter.py, Line 169: Line 232]**

1. Exception Handling

* **Used in the high score. If high score file does not exist, exit game. [ Main\_menu.py: Line 46 ]**
* **Used to check if user has Pygame and Thorpy installed [Setup.py: Line 6 ]**

1. Basic inheritance

* **We created an entity class with subclasses for the dinosaurs and player with inherited traits from each other such as health, x-axis movement and y-axis movement [Dino\_Hunter.py: Line 443]**

1. GUI

* **Moving background to simulate motion [DIno Hunter: Line 308]**
* **Display for in-game player score, lives remaining tracker and health bar [Dino\_Hunter.py: Line 371]**

1. Functional Programming

* **Button to add and view player high scores as well as start and quit [Main\_Menu.py]**
* **X- bound fixed camera; applies an offset to every sprite that moved [Dino\_Hunter.py: Line 82]**
* **Lambda function to ensure objects at the bottom of the screen appeared in front of objects at the top [Utilities.py: Line 70]**

1. Unit Tests

* **Used to make sure the user has the correct screen size [TestEntities.py, DinoHunterTest.py]**

1. Framework or Library

* **Pygames [Dino\_Hunter.py: Line 13]**
* **ThorPy [Main\_Menu.py: Line 2]**

1. Two or more data structures

* **Created a queue for enemy dinosaurs to be displayed [Dino\_Hunter.py: Line 90, Line 99]**