**UMD Bunny Hop**

Phuong Minh Nguyen

Anastasia Agapova

Jose Coreas Estrada

Noah Dagne

All project files can be found in the shared Google file. Here is the link for convenience:<https://drive.google.com/drive/folders/0B8SWA8TdTq4fbEZWYXBPLWFIVnM?usp=sharing>

To run this, all images also needs to be put in the same location with the python file.

If you still cannot play this game, I am so sorry for that, also I have uploaded the demo clip of the game on the google drive, so that you can see it.

Project final update: May 17th, 2017

- What you have done since last report:

* Minh improves the code, the movement of the objects, make the game over if the bunny reaches the ground.
* Minh creates a beginning and ending screen for the game.

- Roadblocks, problems, challenges, questions:

* Challenge - getting the bunny to hop in a projectile motion; it may need to be coded again to make jump and landing naturally.
* Adding 3D elements(animation)

We are so sorry for not having enough time to perfect the game as expected. The game is thought to have the bunny hopping smoothly and have some animation of the picture. In the future, we may look at it again, and of course play it to release stress after hard-study hours.