LOST IN THE WOODS PC GAME

This software is designed to have three interactive levels. Two students will share a keyboard. Both students will use keys to move the yellow square around the grid on screen until they reach run into each other, thus ending the level.

K-2: Two students max must play this level. Player one will hit the left arrow key to move. Player two will hit the right arrow key. The squares will move randomly. When the squares meet, we will hear a cheering sound that completes the level.

Player controls - Player one: Left arrow key moves

Player two: Right arrow key moves

Grade 3 - 5: This version will include the ability to have more than two players. This time, the player can choose where to start. Once found, the players will join up until everyone has been found.

Grade 6 -8: These players will have the same game as grade 3 - 5. The maximum amount of players is 4. Statistics display showing the stats for shortest run, average run, and longest run will appear to the players who can then go back and try to beat their own time

Player controls - Player one: Left, Right, Up, and Down keys move

Player two: A, D, W, S keys are used to move

Player three: F, T, G, H keys are used to move

Player four: J, I, K, L keys are used to move

Software Engineering Final Project
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INTRODUCTION

Project purpose: The purpose of this project is to show a simulation to help students in grades K - 8 learn about computation, computational thinking, math, and computer science.

Players are lost in the woods. A grid on screen represents the area the avatars can move to. Happy music plays in the background while the users play. When players meet each other a cheering noise is heard as the game has been won.

OVERALL DESCRIPTION

K-2: The first user will hit a key to make their avatar move to a random spot in the forest. The users start opposite ends of the screen. The second player will also hit another button to move. The level is over when the two squares randomly meet.

3 - 5: The users can now change the size of the board to try and manipulate the average run time. Up to four people can use this level. Once two users are united, they will join a team to go search for the others.

6 - 8: This is the final level. Users will have the last level, but now they are tasked with finding the shortest possible way to make all players meet

REQUIREMENTS

This game uses python and pygame. An executable is used to access the game. Python must be installed. A standard PC capable of handling python executables is needed to use the product. The program can be resized and made to be full screen to suit user needs.

Production

Pygame is the cornerstone of the project. We have two group members, both working together via GitHub to create this project. The final project is to be completed by midnight Friday, March 3rd 2023.