Part IV
Making Your Games Appealing

Fig. IV.1 A screenshot of the game Penguin Pairs

In this part of the book, we are going to develop the game Penguin Pairs (see Fig. IV.1 for a screenshot of the game). We will introduce a few new techniques for programming games, such as sprite sheets, better game state management, file I/O, and more.

The game Penguin Pairs is a puzzle game, in which the goal is to make pairs of penguins of the same color. Penguins can move by clicking on them and selecting the direction in which the penguin should move. A penguin moves until it is stopped

by another character in the game (this can be a penguin, a seal, a shark, or an iceberg), or it will drop from the playing field, in which case the penguin falls into the water and is eaten by hungry sharks. Throughout the different levels of the game, we will introduce new gameplay elements to keep the game exciting. For example: there is a special penguin that can match with any penguin, penguins can be stuck in a hole meaning they can't move anymore, and sharks can be placed on the board that eat penguins.

You can run the final version of this game by opening the solution belonging to Chap. 24. Press F5 and you can immediately start playing.