

PROJECT REPORT

Project: Racetrack (Pygame)

The very first thing I learned regarding projects was pygame. Since I was comfortable in it I chose to make a pygame.

This game is basically a game where a user drives a car and avoids obstacles. With time the speed of the obstacles and their size increases, so that it gradually becomes more and more difficult. The car has been provided with gears (1-6) with increasing speed. As we increase the gear, the speed of the car increases and consequently the obstacles approach faster. The gear is displayed in the top left. When the user crashes against an obstacle, a 'you crashed' screen appears which has two options - 'play again' and 'quit'. If the user presses 'p' the game is paused and a pause menu is displayed. It again has two options - 'play again' and 'quit'. For each obstacle passed the score increases which is displayed on the top left. But as the user survives longer in the game, then for every obstacle crossed, the score increases by an even greater amount than it did previously. This is so because then the user would be playing at a greater difficulty level. In-game music and pause music are also added.

Although in general the project is complete, but it might require some modifications to make it more realistic such as the car curving on the road, converting the obstacles into general traffic (cars, buses, etc).

The future prospect of the project would be to make the above modifications.

Reference: pythonprogramming.net

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