Project Description

**Overview**:

In this project I will be doing a game called Mr. Potato. Mr. Potato tries to collect specific number of his missing parts (eye, hand, ears, etc..) that are falling down from the top of the screen and also he will be avoiding monsters that are coming from the top of the screen that would kill him (lose life). Mr. Potato will be moving all around the screen using keyboard buttons.

**Features:**

For the interface there will be a back ground music. Also, there will be several levels for this game, as in each level the player needs to collect specific part from Mr. Potato parts. It will have counter on the top of the player screen to count the parts that have to be collected by the player and the lives left. In each level the difficulty will change to be harder as it will be more changeling to avoid the monster to collect his parts safely without losing lives that will be at the top of the screen (there will be 3 lives in each level). There will be also scores for the player showing up and high score that will be shown at the top and at the final level.If I had time I will add a timer to collect Mr. Potato final part and this part will be the most challenging part for the player.

**First check point:**

At the first check point design the interface of the game will be done, moving the background image, moving character and having back ground music.

**Libraries:**

The libraries that I will use are:

1-Pygame

2-random

**Highlight of the Game:**

Learning and understanding new libraries like Pygame will take a lot of effort and making the new character (Mr. Potato) needs also learning how to do it in a creative way and in high level graphics, I find this game interesting and it will attract users to it not only for this course and I will use it outside the course.