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CS 120

Car and Catch

For this game, the player is able to control a car with gasoline canisters from the sky, seeing how many they can pick. The user is able to move left and right and if the player moves all the way to the left or right, they will appear from the other side of the screen. The gas canisters fall from a different x everytime with three appearing at a time and the speed of the car is at 10, to make it a little challenging/competitive. When the player starts the game, the game will automatically be loaded and the player will be able to play immediately and control the game. Overall, this is a simple game that displays basic game functionality.

Car

- Car is a class with simpleGE and Sprite

- I have a def init with and a super

- Have 4 selfs for the position, speed, size, and image

- Have a def process for key input

PScore

- Have a def init with a super init

- Have a text for the score

- Have a self to center the score displayed

pTime

- Have a self init with a super init

- Have text to show the amount of time left

- Have a self to center the time box

Gas

- Make a class for gas

- Have a def init and super in the class

- Set the image and size

- Make it reset

- Have the gas keep reset at random positions and speeds

Game

- Make a class for the game

- Have a def **init** and a super ()

- Set the background for the game

- Set the score

- Set the timer

- Set the time of the game

- Have a sound for when the user picks up the gas canisters

- Have a variable for the car

- Have a statement for the gas canisters so they can have more then one on the
  screen

- Have a sprite for the car, gas canisters, score, and the timer

- Have a collision so when the car hits a gas canister, it will make a noise and reset
  the gas

- Have a collision for the score

- Have it reset

gameInstr

- Have a def init with a super init

- Have it set the previous score reached

- Set a new image for the start/menu screen

- Have actions to start or quit the game

- Have a set of instructions displayed on the screen

- Have a play and quit button for the user to start or quit the game

- Have it set the score counter

- Have sprites that contain the instructions, play, quit, and the score

- Have a process for play to start the game

- Have a process for quit to quit the game

Main

- Have a variable for game

- Set the last score

- Have your instructions displayed

- Have a response for play

- Have the your lasts score displayed

- Have the game start in main

- Main ()