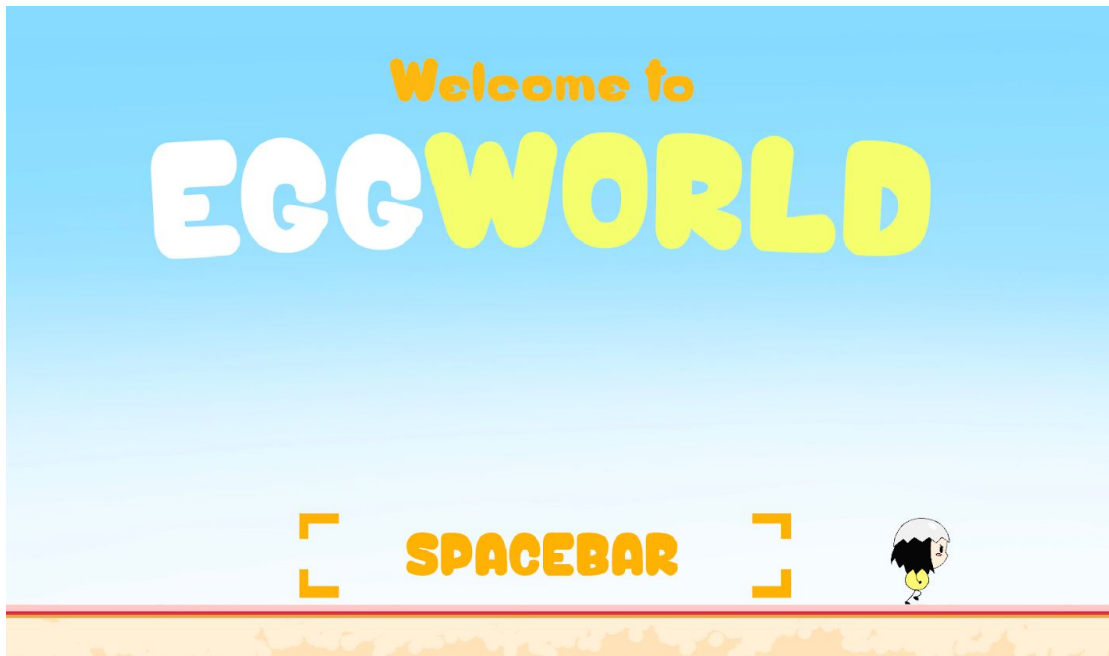
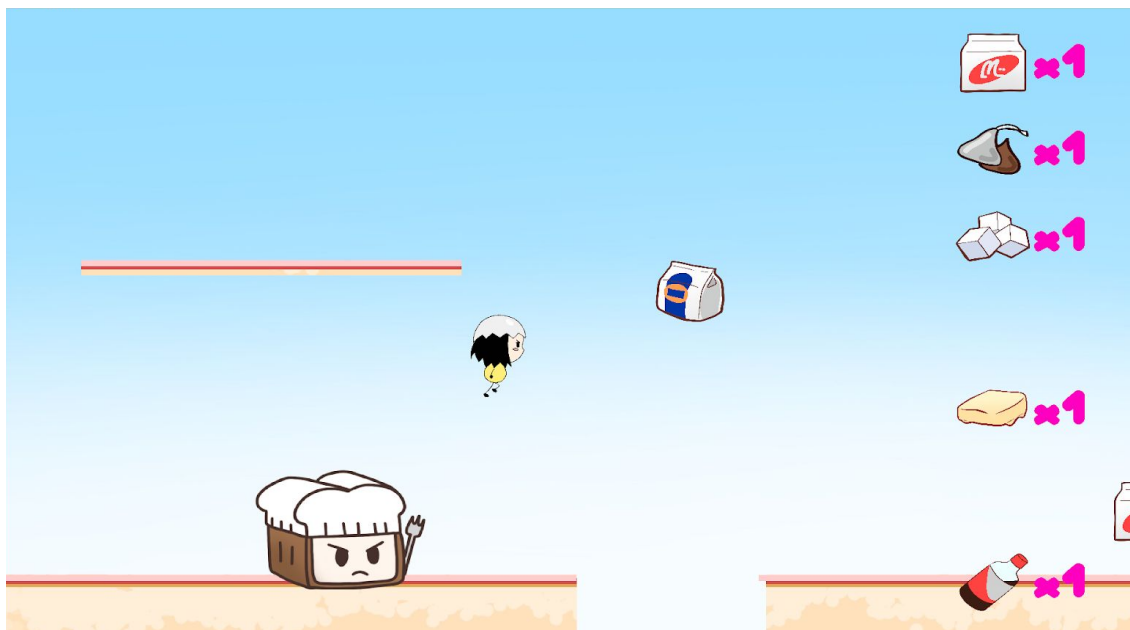


## Egg World Erika and Chase

Egg World is a platformer game where you play an egg named *Eggrika* and you try to find your way back to *Chase the Chicken* to get cooked into a delicious egg dish.



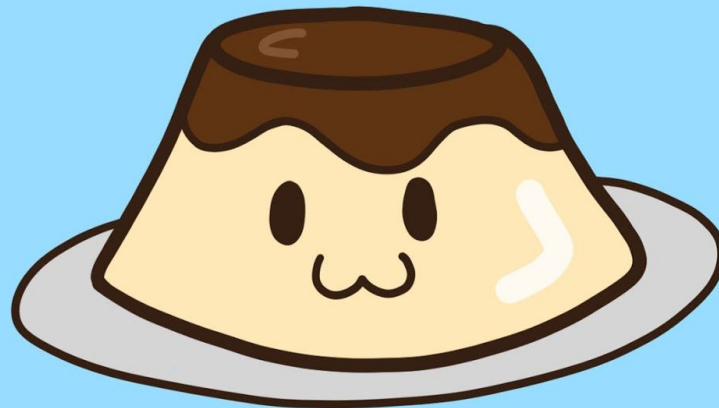
The world scrolls to the left and Eggrika must stay on screen. The goal is to reach Chase while collecting **Ingredients** and avoiding **Badbreads**.



If you survive to the end of the game, Chase whips you up into a yummy egg dish — if you have all the right ingredients.



**Congratulations!**



**You became an eggcellent pudding!**

## Music/Sound Effects

The sound effects were taken from Youtube videos. The Eggrika voice was taken from one of the *Despicable Me* movies.

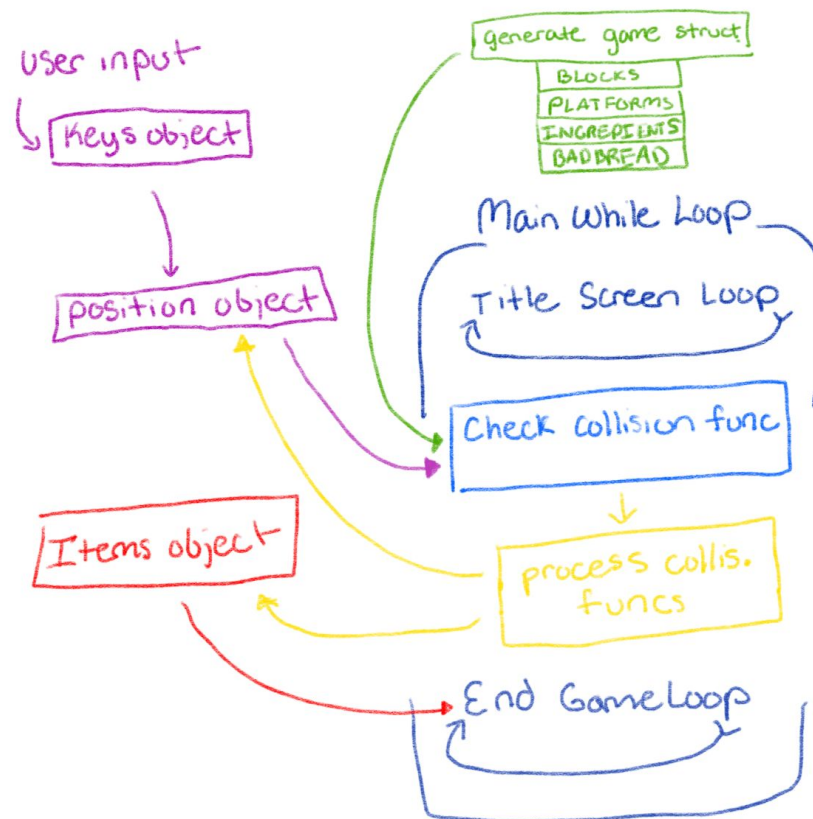
The music for this game was written by a friend (Nate Scaringi from Berklee) and me and produced on Garageband.

## Implementation

The main structure of the code is lists of tuples that hold information about all the structures/items within the game. We created functions that read those lists and create objects for platforms, blocks, items and enemies. We also have functions that repeatedly update lists so that only the structures that are currently in the current frame are blit, so that we save the computer some work.

Other objects within the code are position (which holds information such as location, buttons pressed, velocity, and the speed at which the world is scrolling), collision, and the directory of items collected.

The buttons pressed object was something we decided to make because the pygame event module was finicky. The class reads what button is pressed once during every round of the main while-loop. The rest of the loop processes the information to move the character within the game. This ensures that no conflicting directional events happen, and that events are taken at a steady rate as the while-loop loops.



## **Reflection**

This game was definitely a stretch goal for a two week project. It required a lot of time to both code it and create the graphics. Overall, it was a huge learning experience. We definitely gained a deeper understanding of python. Unfortunately, Chase was hospitalized for half of the project so it was less of a teaming experience. Teaming is something we hope to work on more in the future. We still don't quite understand pull requests on Github, so we want to explore partner programming/working on multiple branches through Github.