

# Char: Mid-Point Project Check

## Team Members

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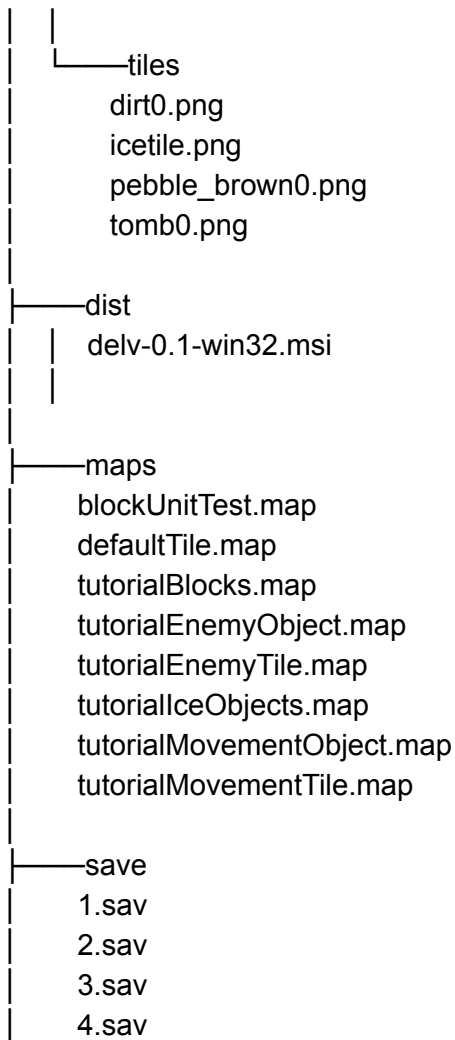
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## File Contents

delve

- | .gitignore
- | blockUnitTests.py
- | enemy.py
- | helper.py
- | item.py
- | main.py
- | map.py
- | menu.py
- | README.md
- | scenes.py
- | settings.py
- | setup.py
- | sprites.py
- | — image
  - | Bat.png
  - | Block.png
  - | button\_click.png
  - | button\_hover.png
  - | button\_normal.png
  - | CuteFont-Regular.ttf
  - | Door.png
  - | gameoverback.jpg
  - | Heart.png
  - | Inventory.png
  - | Key.png
  - | menuback.jpg
  - | Player.png
  - | Walls.png



## Instructions

### Installation

There are two methods which you may use to run our game:

A. Using installer: **(PC ONLY)**

**Pre-requisites: None**

1. Navigate to 'dist' folder: `/dist`
2. Run 32-bit installer: `delv-0.1-win32.msi`
3. Navigate to installed path
4. Run `main.exe`

B. Running python script: **(PC or MAC)**

**Pre-requisites:**

## Python 3.6.1+

### Pygame

```
python -m pip install -U pygame --user
```

1. Run main.py

```
python main.py
```

## Controls

**W, A, S, D:** move up, left, down and right, respectively

**Spacebar:** attack enemy or add item to inventory

## Objectives

- (1) Reach the end of the cave by navigating your way through multiple floors.
- (2) On each floor, solve puzzles and avoid enemies to obtain a key or activate a switch. Use that key or switch to unlock the exit and continue your delve.

## Menus/Levels

### Main Menu:

The Main Menu allows players to start the game from the first level, go to the Load Game menu, or quit the game.

### Save Game Menu:

Allows the player to save their current progress to one of three save game slots.

### Load Game Menu:

Allows the player to load a previously saved game from one of three saved game slots.

### Pause Menu:

Displays when the player pauses the game. Allows the player to go to the Main Menu, go to the Save Game screen, restart the current level, or unpause and return to the game.

### Tutorial: Movement

Wide open stage. Serves to teach the player how to control movement, how to pick up a key and how to unlock the exit.

What to do: Navigate using w,a,s,d to the key and approach the door to unlock it. You must pick up the key for the door to unlock. Once the door unlocks, step onto the uncovered ladder to delve into the next stage.

### Tutorial: Boxes

Teaches the player how to interact with boxes by having them push one onto a switch in order to open the door to move to the next stage.

What to do: Navigate using w,a,s,d to the box and slide the block over on top of the switch. The switch will unlock the door as long as it is depressed. The trick here is using the block to keep the switch depressed so that the player can approach the door to delve into the next level.

### Tutorial: Enemies

Teach player how to attack/kill enemies and how to avoid invincible (not yet implemented) enemies on their patrol routes.

What to do: Navigate using w,a,s,d towards the key. When you encounter an enemy, press the space bar to attack it. Be careful that the enemy does not attack you first as you will lose health. You have 3 total hearts of health before your game will end. Collect the key and approach the door to unlock it and delve down into the next stage.

### Tutorial: Ice Tiles



Teach each player how to reach the objectives while maneuvering on the ice.








What to do: Navigate using w,a,s,d. When the player steps onto the ice, momentum will be conserved until collision with an object or wall occurs. You will need to push the boxes in a certain configuration to line yourself up to collect the key. Then you will have to move another box to line yourself up with the exit. Once you have successfully navigated through the exit door, your tutorial will be complete and that is the end of our midpoint demonstration.

### Levels 1 - 6

These stages are not yet implemented, but will contain puzzles of greater complexity.

## Entities

	<b>Player</b> Player-controlled object. Has 3 lives.
	<b>Walls</b> Impassable and indestructible objects. Players must find a way around them.

	<b>Enemies</b> Follow strict patrol routes through each floor. Has 3 lives. Deals 1 damage to player if they collide with each other.
	<b>Blocks</b> Move the player into the block and push it in the player's direction.
	<b>Switches</b> Move the player or a block onto the switch to unlock the level's exit.
	<b>Ice Tiles</b> Moving on to an ice tile will cause the player to slide until they collide with an object or land on a dirt tile.
	<b>Key</b> Player must first navigate through the stage to obtain the key. Unlocks a locked exit.
	<b>Entrance</b> Start of the level. Non-interactable.
	<b>Exit</b> Unlock the exit by pressing on a switch or walking up to it with a key in your inventory. Step onto the exit to proceed to the next level.

## References/Sources

- <https://www.youtube.com/watch?v=EY6ZCPxqEtM>
- [https://github.com/kidscanocode/pygame\\_tutorials/blob/master/tilemap/part%2007/main.py](https://github.com/kidscanocode/pygame_tutorials/blob/master/tilemap/part%2007/main.py)
- [https://github.com/kidscanocode/pygame\\_tutorials/blob/master/tilemap/part%2002/sprites.py](https://github.com/kidscanocode/pygame_tutorials/blob/master/tilemap/part%2002/sprites.py)
- [https://github.com/kidscanocode/pygame\\_tutorials/blob/master/tilemap/part%2022/settings.py](https://github.com/kidscanocode/pygame_tutorials/blob/master/tilemap/part%2022/settings.py)
- <https://stackoverflow.com/questions/14700889/pygame-level-menu-states>
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- <https://stackoverflow.com/questions/21937695/python-cx-freeze-name-file-is-not-defined>
- <https://stackoverflow.com/questions/15079268/how-can-i-include-a-folder-with-cx-freeze>