

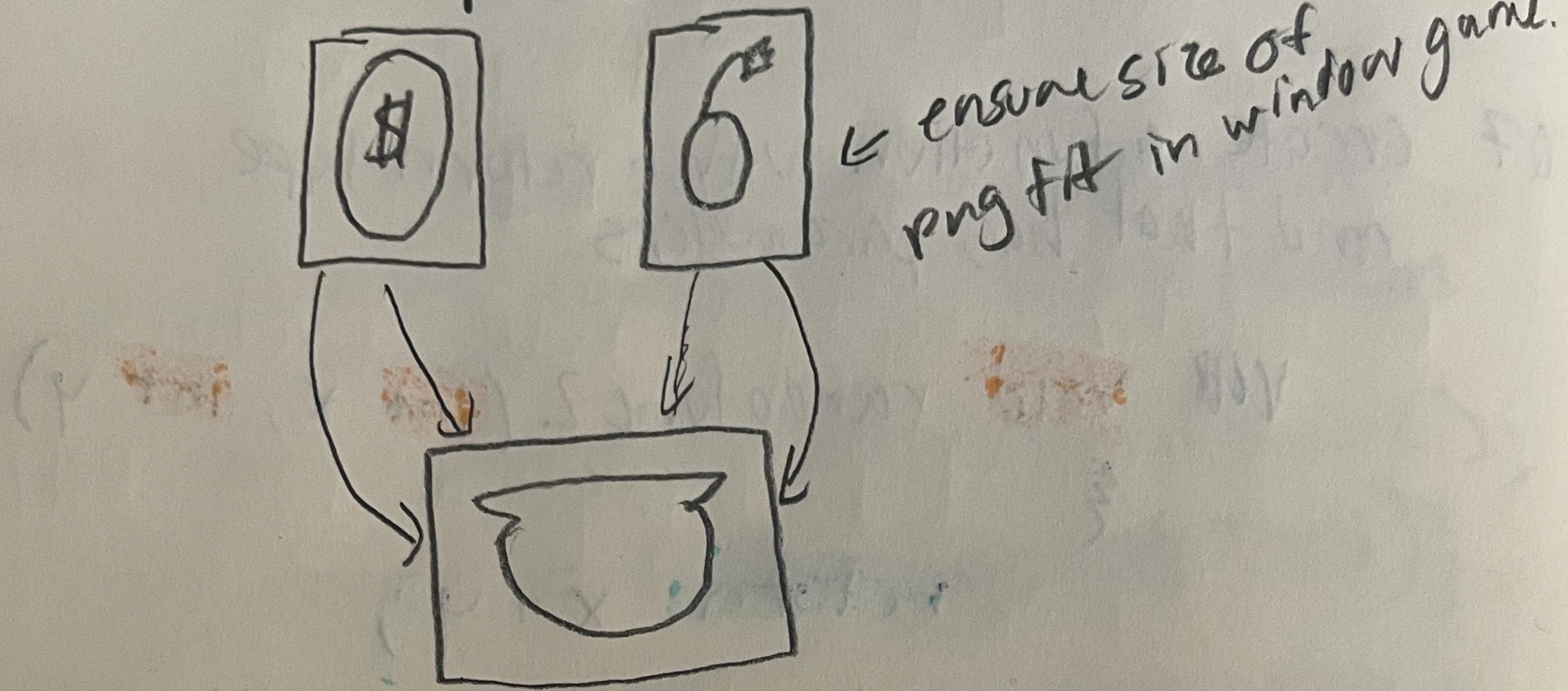
# Assignment #3

## Catch coin game Notes

make sure png images are captured  
inside shapes for collision?

Catch

→ C



↳ ensure size of  
png fit in window game.

money bag will be left and right keys?  
→ consider A and D keys?

OR

Add winner scene! → 20+ coins collected

add loser scene! → if player hits bomb.

Functions?

make sure there is a counter for players!  
top left?

GO

Catch coins game!

- coins to respawn in different location
  - when collides with money bag
- OR
- gets to bottom respawn falling coins again in different spot
- bomb respawns in different location
  - maybe drop faster after each respawn.
  - just 2 bombs? maybe 3? to make coin collection harder.

OR Run around map to collect coins before cops catches you? cat chases mouse concept?

400 x 400


- spawn mouse in one corner
- spawn cat in another corner?
- cheese spawn randomly on map,
  - disappears after some time.
- game ends if mouse collides with cat

OR mouse trap spawn instead?

- more mouse traps spawn overtime
- they COULD disappear!  
maybe longer.

# Catch the coins!

V1



# Asteroids Game

V1

game alternative

Points: 10 ← counter for every asteroid  
fired/destroyed.

← asteroid image

Asteroids

→ different sizes?

→ Variance velocity/  
position.

→ flies out of  
window

(no boundaries)

→ collision detection  
with cross hair

→ clear after collision?

450

500

550

600

