Crops & Clicks

A Click-Based Farming Game

Mary Krouse, Alex Bamberger, Spike Iverson, Teddy Brewer

Meet the Team

Spike Iverson
(they/he)

Fifth Year

Theatre Major (Acting Emphasis)

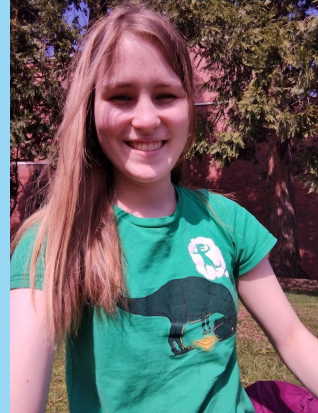Favorite Game: Sonic Adventure 2: Battle

Alex Bamberger
(any pronouns)

Fourth Year

Computer Science Major

Favorite Game: Minecraft

Mary Rose Krouse
(she/her)

Second Year

Computer Science Major, Data Science Minor

Favorite Game: Club Penguin

Teddy Brewer
(she/her)

Third Year

Physics/Computer Science Major

Favorite Game: League of Legends

Project Goals

Create a fun, click-based farming game

Have different crops to grow and animals to manage

Learn more about game development

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Game Development Process

We made our game with Pygame, a python library

Pygame is a free and open source library for game development

It includes methods to create simple graphical and audio effects

Very popular and widely used

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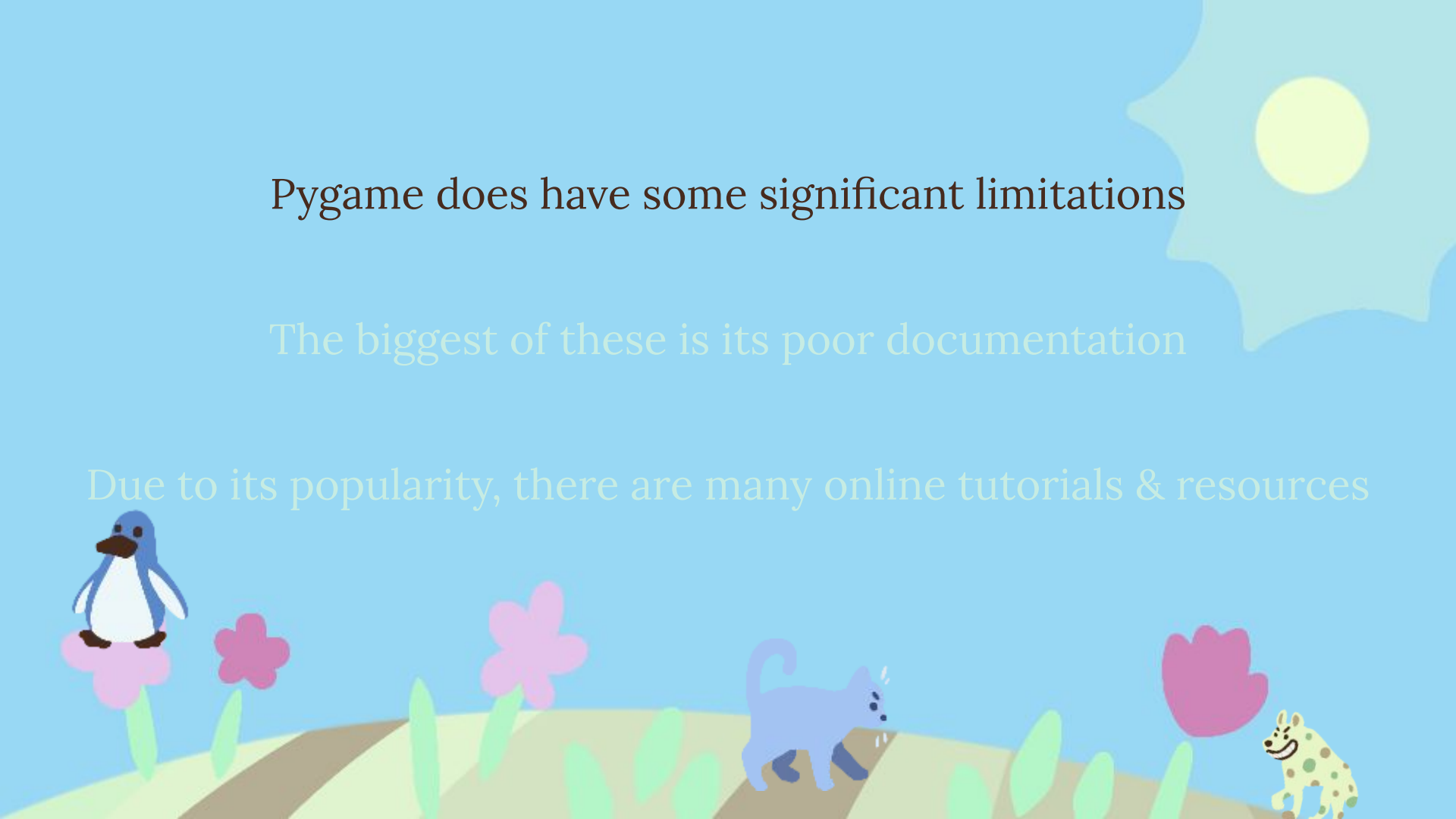It includes methods to create simple graphical and audio effects

Very popular and widely used

Pygame does have some significant limitations

The biggest of these is its poor documentation

Due to its popularity, there are many online tutorials & resources

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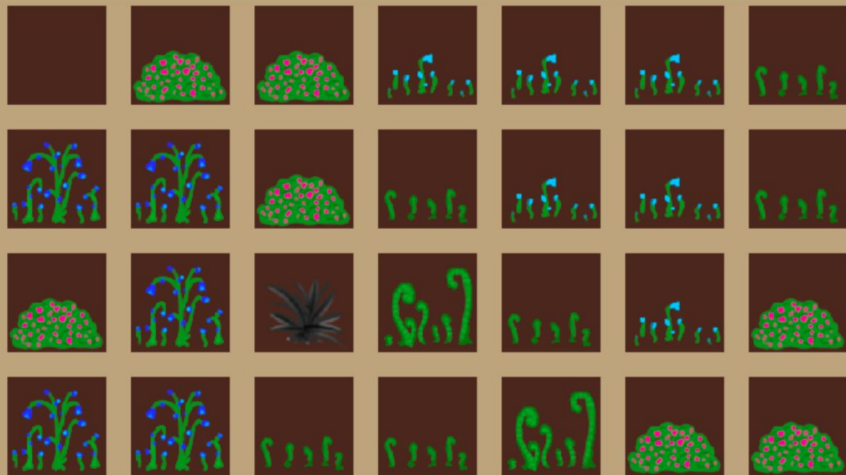Due to its popularity, there are many online tutorials & resources

Green Plants: 5

Blue Plants: 6

Pink Plants: 7

Weeds: 4

Green Plants: 11
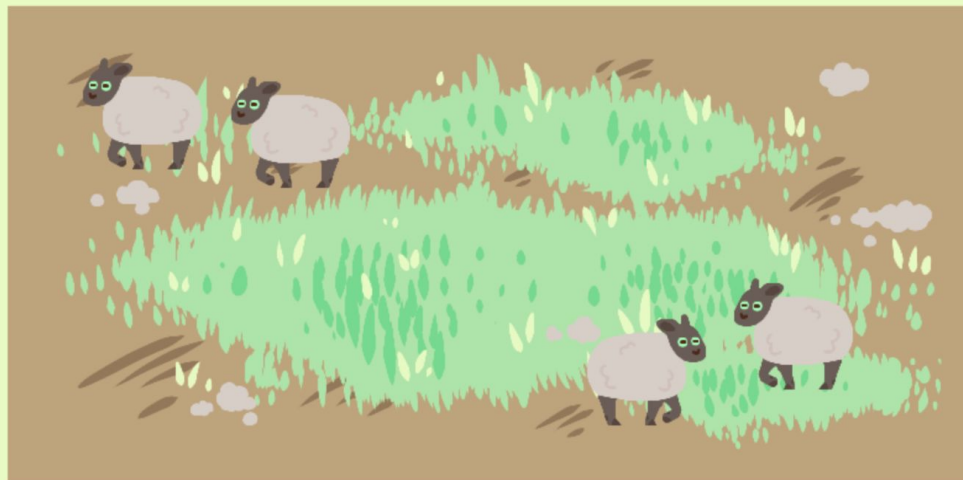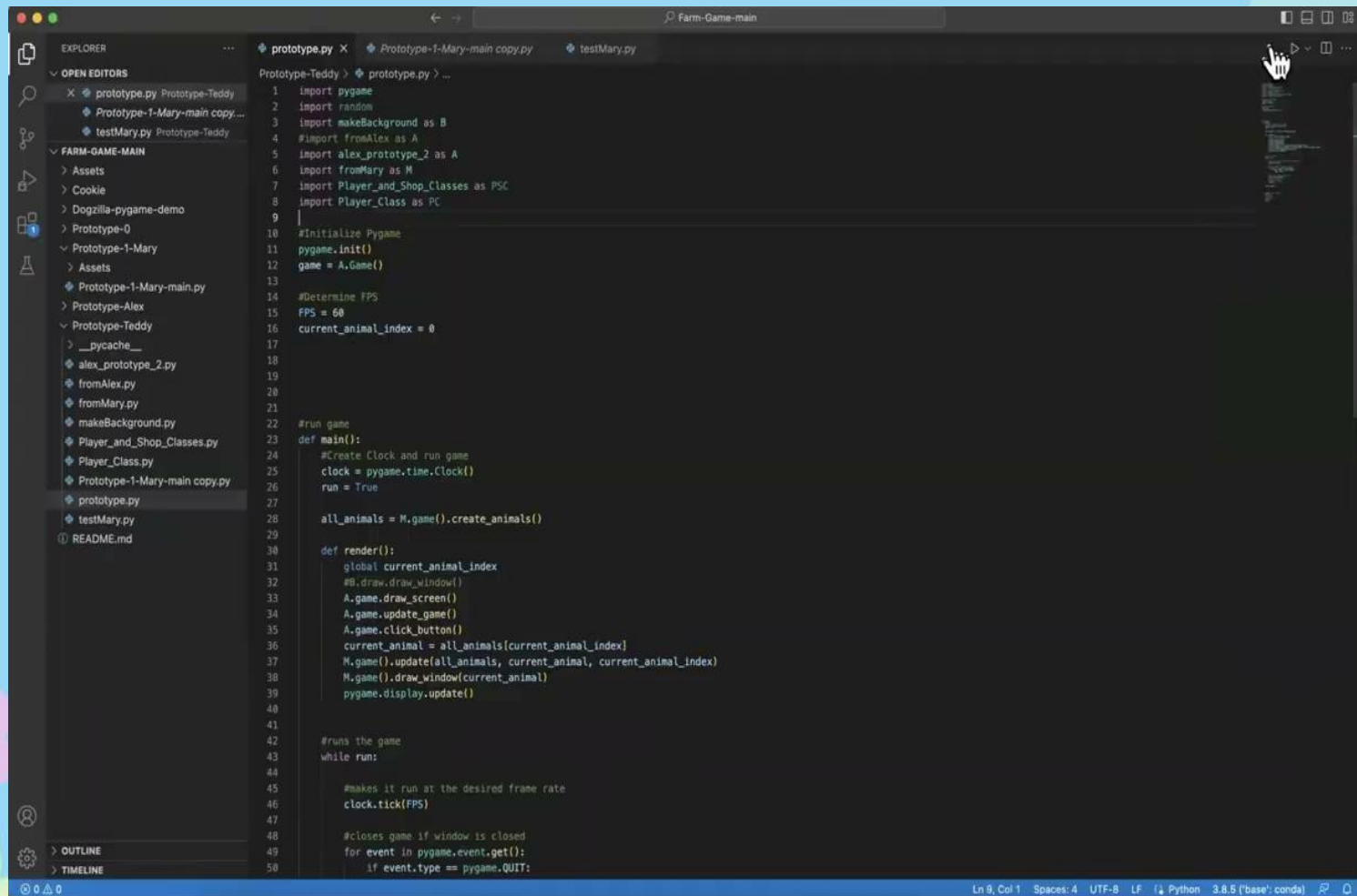**Blue Plants: 12**
Pink Plants: 11
Weeds: 5

Green Plants: 11
Blue Plants: 16
Pink Plants: 15
Weeds: 5

```python
1    import pygame
2    import random
3    import makeBackground as B
4    #import fromAlex as A
5    import alex_prototype_2 as A
6    import fromMary as M
7    import Player_and_Shop_Classes as PSC
8    import Player_Class as PC
9
10   #Initialize Pygame
11   pygame.init()
12   game = A.Game()
13
14   #Determine FPS
15   FPS = 60
16   current_animal_index = 0
17
18
19
20
21
22   #run game
23   def main():
24       #Create Clock and run game
25       clock = pygame.time.Clock()
26       run = True
27
28       all_animals = M.game().create_animals()
29
30       def render():
31           global current_animal_index
32           #B.draw.draw_window()
33           A.game.draw_screen()
34           A.game.update_game()
35           A.game.click_button()
36           current_animal = all_animals[current_animal_index]
37           M.game().update(all_animals, current_animal, current_animal_index)
38           M.game().draw_window(current_animal)
39           pygame.display.update()
40
41
42       #runs the game
43       while run:
44
45           #makes it run at the desired frame rate
46           clock.tick(FPS)
47
48           #closes game if window is closed
49           for event in pygame.event.get():
50               if event.type == pygame.QUIT:
```

Potential Additions

Introduce audio effects

Visuals for the weather system

Finish implementing shop system

Method of saving game progress

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What We Learned

Collaboration is important, especially in the beginning

Make sure code works on everyone's computer

Just because something used to work doesn't mean it still does

Clean and organize GitHub repository OFTEN

Acknowledgements

Professor Haiyan Cheng

Professor Jed Rembold

Cookie Clicker (Julien "Orteil" Thiennot)

Questions?