William Gardner

Ms. Ebrahimi

2021F CSSE120-01

13 November 2020

Summary of Game

The game I will be creating with the Python coding language and Pygame is going to be a shopping simulator. At the start, you will be placed in a store with a checklist of items you need to get throughout the store. On this checklist, there will be maybe five to seven items for you to find. To control your player, you will use your “ASDF” keys. To select an item you want, you will hover your mouse over the item and click it. This will purchase the item and create a check on your checklist near the object you just bought. When you find all the objects on your list, you will win the game.

NOTE:

If I have time, instead of the game just finishing, you will need to win by walking to one of the exits of the store.