

20221523 권지수

CAR RACING GAME

U S I N G P Y G A M E



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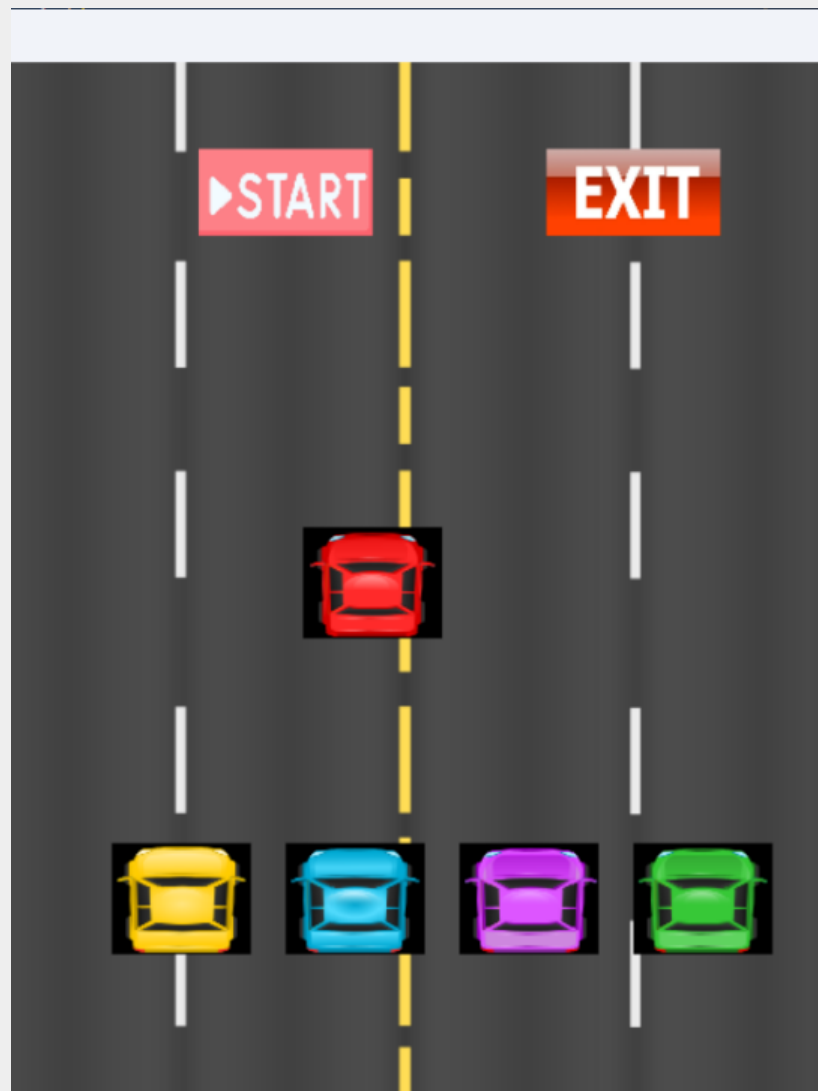


I GAME OUTLINE

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i GAME CONCEPT



You can ride your car and avoid other object cars.

If you crush other car, your life is damaged, other car disappear and respawn.

Other cars will move around to disturb your car.

You can attack other car.

Player's car can go up, down, left, right so you can avoid obstruction or speed up.

If you run out of life, you die and game over.

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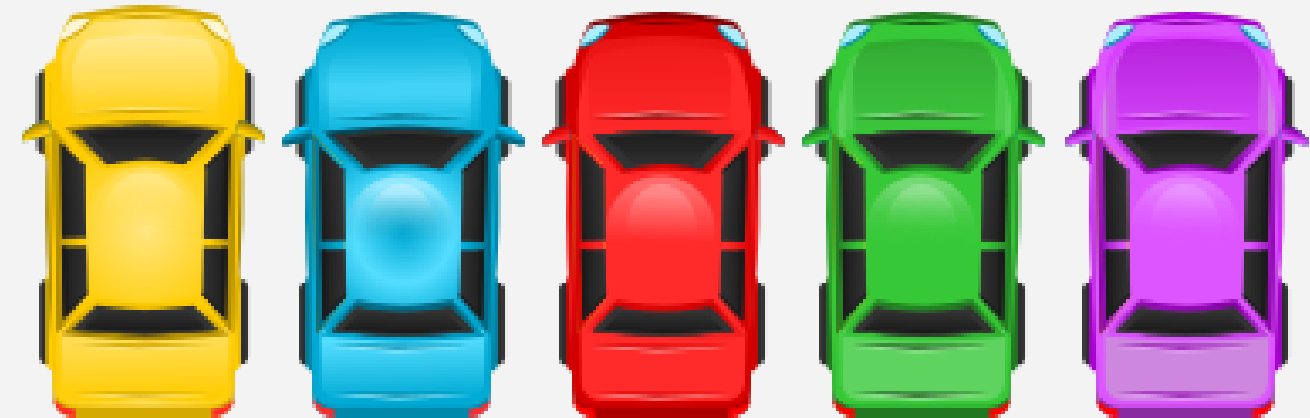
ii IMAGE

USE OPENGAMEART



In this site,
I can use many of sounds and image.
To create player car etc.,
using site is very useful.

CAR IMAGE



Make player car
and object car.

i STRUCTURE DESCRIPTION

STEP 01

INIT GAME

Import pygame

Set the program screen and declare global variables.



STEP 02

START SCREEN

Initial screen when executed

Set the first screen when the program runs. Add start, end, and ranking buttons. Press the Start button to switch to a different screen.



STEP 03

PLAYER CLASS

Declare player, object car class

It is made by inheriting sprite. Implement parts such as image, sound, speed, key input, and update.



STEP 04

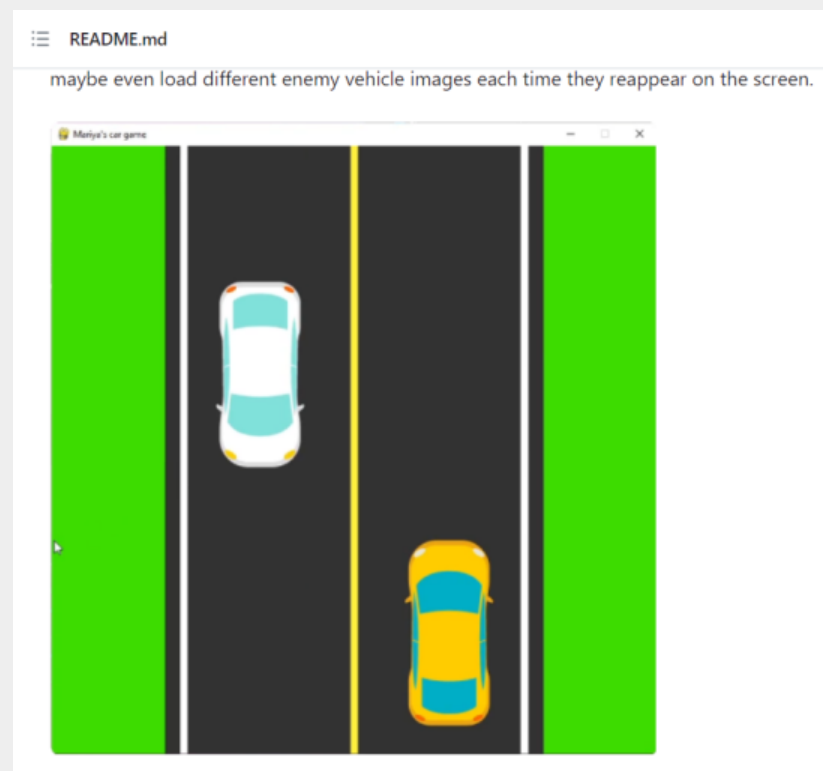
MAIN

Running game

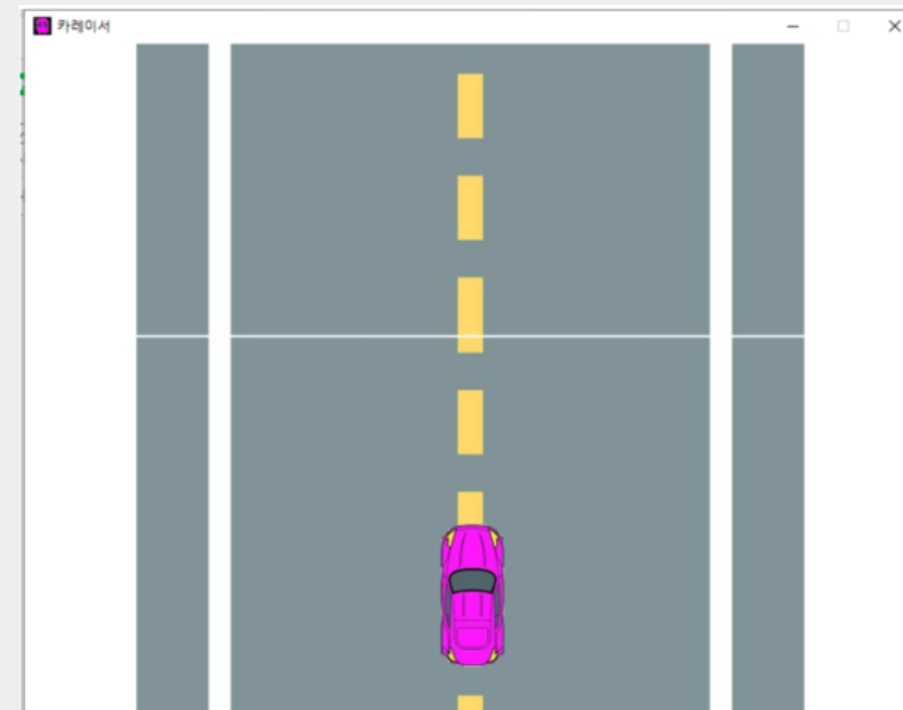
Set the screen while the game is running. Update the player and object car made in the class and check if the player is dead.

i REFERENCE GAME

<https://github.com/MariyaSha/SimpleCarGame>



<https://blog.naver.com/scyan2011/222006367187>



I referenced the code on this GitHub and game screens on other blogs.

CAR RACING GAME

THANK YOU

