Progress of Final Project

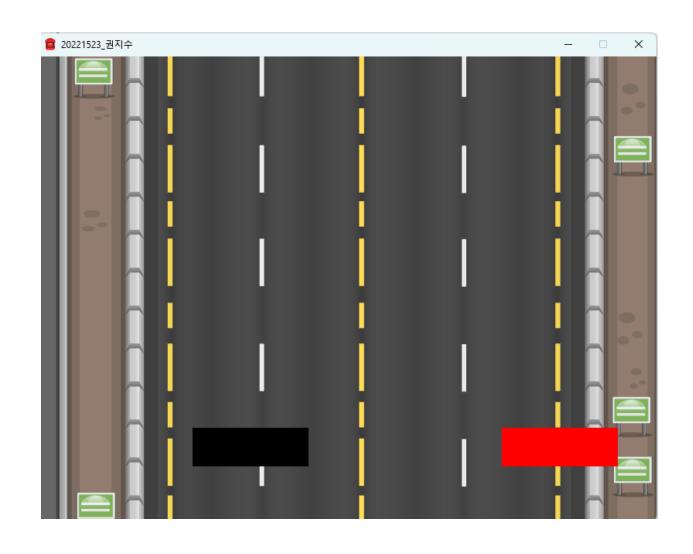
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1. Current Progress

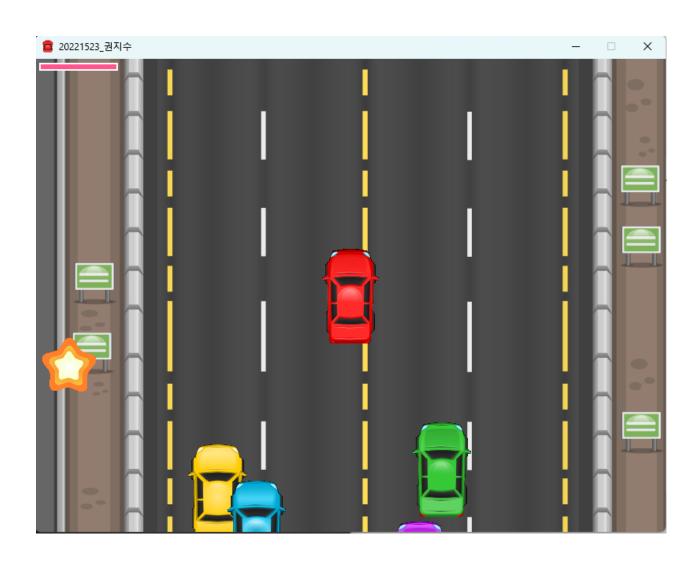


This is the program start screen.

Press the black button to start the game and press the red button to end the program.

The location and design of the button will be changed later.

1. Current Progress



It's a screen after pressing the game button.

You can move the red player car by receiving the input of the direction key, and the background behind it is being scrolled.

The other four cars are moving freely. The star represents an item, and when it touches the player car, the shied bar on the upper left rises.

The collision between the cars has not yet been realized.

First, I have to decorate the start screen.

I should be able to add a game title and find out which button it is.

Second, the movement of the obstruction car must be controlled.

Now, because the random function is used, there is a disadvantage that it does not go out of the screen or interfere with the player car. In order to make the obstruction difference look a little more natural, it should be corrected in the update function using the variables of width, height.

And it has not yet implemented physical laws when it collides with the car. These should also be added to the gamescreen function.

Third, I need to adjust the number of times the item comes out. Now, when collide with a car, items no longer come out, but items of various images must come out.

For example, a star shape increases by 10 points, and a banana shape requires code to eliminate one obstruction difference.

Finally, I need to add a scoreboard.

When the shield of the player car is over, the score should be shown to the user, saved in a notepad, and then you should be able to check the highest score when you press the score button on the start screen.

I have eight days left until the deadline, and if I implement a collision with an obstruction car, item within one day, and set up a scoreboard and a start screen the next day, I can submit final code within two days.

Thank You