**Introduction to CHEATING**

### **Background Story and Motivation**

**Cheating** is the very first game I developed on my own using Python. The idea originally came from a mini-project in one of my major courses, where we had to create a game in Java as a team. Since the course was extremely challenging and had a heavy workload, we were determined to create something fun and engaging. However, due to time constraints, the final result fell short of our expectations.

As my coding skills improved and my passion for game development grew, I decided to give our original idea a second chance. By the time I revisited this project, a year had passed since that course. Back then, I primarily worked as an image editor, and I no longer had access to the original Java code. So instead of continuing from the old draft, I decided to rebuild the game from scratch using **Pygame**.

### Game Concept

This game simulates a **quiz scenario**. The protagonist is a rather clueless student who barely knows anything about the subject. Desperate to pass, he has secretly hidden **paper balls (cheat sheets)** around the classroom. The player's task is to help the student pass the quiz.

Since the student isn't very bright, he randomly selects an answer every time a question appears. The player can choose to submit the answer or reject it. If the player believes the answer is incorrect, they must guide the student to collect paper balls, which provide **hints**. Once the student gathers enough hints, he will no longer select the incorrect answers.

To win, the player must ensure the student achieves an **accuracy rate of at least 60%** within the time limit. The game is lost if the accuracy is too low or if the student is caught cheating.

### Game Objects and Rules

The game features several key elements:

* **The Student** (Pixel Zhongli): Controlled using arrow keys. When the student collides with a desk, he takes a seat. To leave the seat, the player must press the space key and use the arrow keys to move out of the seating area.
* **The Professor**: Has three different states:

1. **Distracted** – When looking at his phone, the student is free to move and collect paper balls.
2. **Alert** – The student must immediately return to their seat.
3. **Enraged** – If the student is not seated when the professor enters this state, they are caught cheating, and the game is over.

* **Paper Balls (Cheat Sheets)**: These randomly appear within the student’s movement range. Every time the student randomly selects an answer, **one "idea" is consumed**. Collecting three paper balls grants the student an additional idea and provides a hint about which answer is incorrect. Once an answer is identified as wrong, the student will no longer pick it.
* **Question Library**: Ideally, this should be large to enhance replayability. However, for this demo, the question library is relatively small, containing only 21 questions generated by ChatGPT. Each question is randomly selected from the library.

### Anticipated Player Experience

I want this game to capture the **nerve-wracking tension** we felt during that intense course. The questions should be challenging enough that players often struggle to find the correct answer, making time management crucial. As players develop their own strategies, they might even **learn something along the way** while attempting to cheat their way through the quiz.