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Coding Final Project Proposal

For my final project I would like to try and create a side scrolling game. I will use pygame to build the game as well as random to dictate what monsters will scroll. I want it to include multiple types of enemies that very in size and height. I plan to make the controlled character be able to move small amounts side to side and to jump. My goal is to build a scoreboard into the game because I could not figure out how to do it with the Pyinvaders game and I would like to figure it out. I plan to make the player gain a point whenever the enemy leaves the screen on the far side and lose due to any contact with the enemy. I would also like to try and make a start screen where if possible, I can code in a button push that starts the game. After losing I am going to put in a game over screen.