Final Project: Emoji Blitz

Description:

For my final project, I will try to recreate the app, emoji blitz but as a computer game. It's similar to the game candy crush where you swap two adjacent emojis among several on the board to create a row or column of at least three matching emojis, when a match is made the emojis are removed from your board and the emojis from above fall in their place. The score increases with every match you make and you get a power up if you match more than three emojis, the game will also have a 60 second timer .

Libraries:

The libraries that will be used are:

- Tkinter

- PyGame

- Image Writer

- Math and Time

- Random

Features:

The Features that will be implemented in the game is:

- A main startup window that includes Start game, collection items.

- A 60 second timer.

- The Graphic board containing the emojis that need to be matched.

- A couple of power ups.

- items that can be collected when they hit the bottom of the board.

By First Checkpoint:

I will hopefully have the following features done by the first checkpoint:

- Main startup window.

- The timer.

- The completed board.

- Matching three or more emojis together.

The ‘Wow’ factor:

- Will hopefully have very good graphics and animation.

- WIll have some power ups.

- Items can be collected and can be shown in the collection items in startup window.