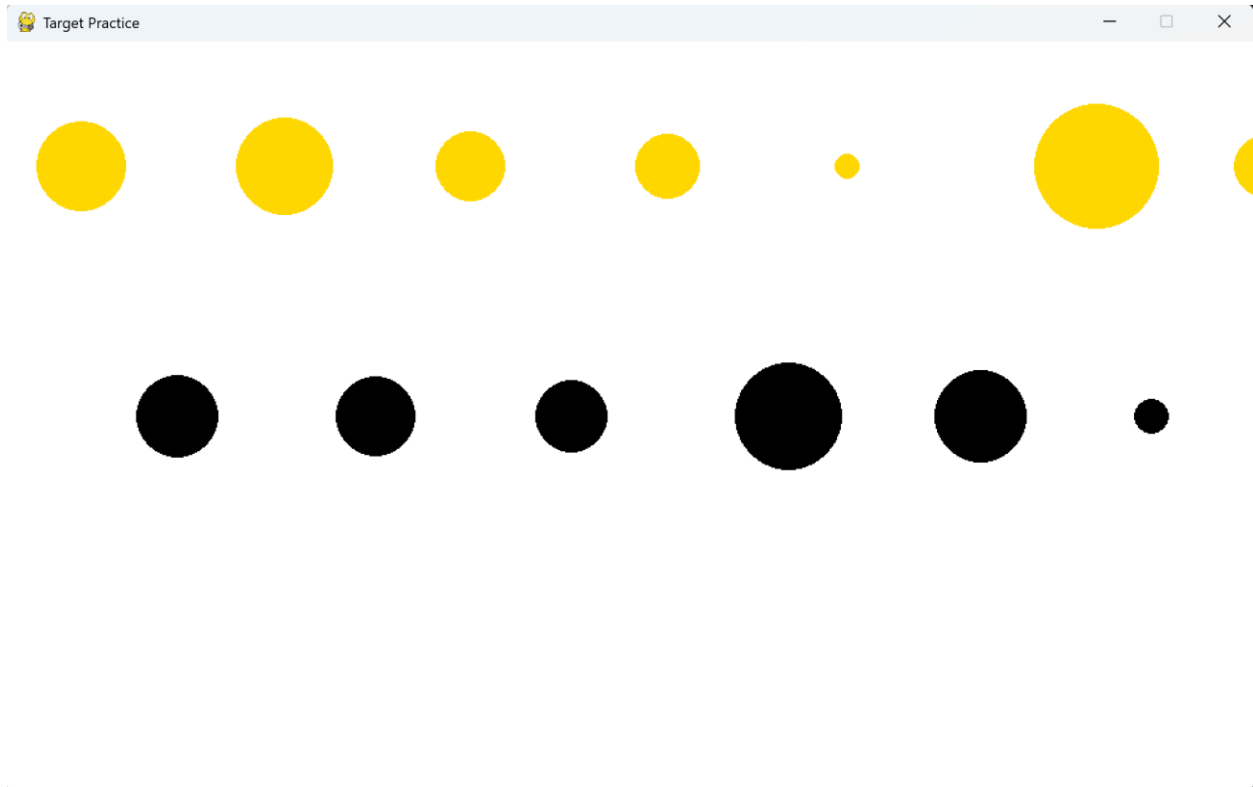


Pygame Assignment – Target Practice

Assignment

The game you will make for this assignment is a one player game where the player earns points by using the mouse to click on targets.

All of the targets will be various sized circles, moving horizontally on the screen from left to right. Here is a screenshot of targets from the game:



For the original version of the game, give the player 60 seconds to earn as many points as possible. Players get points for each target hit. Of course, once a target is hit, it should be removed from the screen, so that a player can not get credit for hitting the same target more than once.

The number of points for each target should equal $100 - r$, where r is the radius of the target, in pixels. You may adjust the sizes of the targets as you see fit. In the picture above, each target on the top row has a y coordinate of 100 and a randomly generated radius in between 10 and 50. On the second row, the corresponding coordinate of the center of the circles is $y = 300$. Circles on each row are generated once every 20 frames (mathematically based on the rate of movement that was given this made overlapping circles impossible) and always start at the left end of the screen.

Though it's not shown here, feel free to display the player's score on the screen in real time.

If you finish the basic version of the game and have time left over, brainstorm any enhancements and add them to your game. If you make enhancements, please carefully describe them in your header comment of your source file(s).