

This aint my last ride

Description:

This video game is made by using pure python and pygame only.

It is a 2 player game competeing each other. There are 4 rounds in the game.

Score increases by 5 if you cross an obstacle and by 10 for a moving one.

The score will be saved even if you die in mid-way.

New enemies and no. of obstacles increase after every round.

If a player wins a particular round the enemy speed increases in the next round.

Game design

Controls:

UP DOWN LEFT RIGHT : for Player1

W A S D : for Player2

For better gaming experience :

- I hv declared 4 dedicated variables for up down left and right...instead of 2 variables
- The collision theory used is pixel perfect rather than distance and AABB .

Which allows narrow escape for the player.

