CS Project Script

1. Good morning ma’am today we are going to show our CS project which is based on game development using PyCharm and Pygame, toh gaur farmaiye, **[opens code (Note: don’t run the code yet)]**, we have developed a game which we are calling ‘The Space Walker’. Which is based on an old arcade game, ‘Space Invaders’, which most of us might know about, although this is slightly different from the original.
2. All the images used in this game were made by us, including the background, the player and the bullets. **[Show images from file]**
3. The code is not yet completed, we’re going to add a few more features and make it much better, as sometimes upon running the code, it displays “GAME OVER” instead of running the actual game. So, we have to re-run it a few times in order for the game to get started.
4. We’ve also added levels, lives, and health-bars, which are fully functional.
5. We have also added background music, so, let’s see the code in action. **[ask permission for sharing sound] [Run the code, play the game.] [Comment about it while playing.]**
   1. The Levels: The levels increase upon defeating a certain number of enemies, and each successive level has a greater number of enemies that are to be defeated to move on to the next level. After passing a certain number of levels, which can be fixed according to us, you have won the game.
   2. The Health-bar: You can only afford to be hit by an enemy bullet for a fixed amount of times. That fixed number is your Health-bar, you’re given 100 health-points when the game starts and each bullet decreases 10 heal-points if it makes contact with your player. The Health-bar is displayed below the player in the form of a green rectangle, and slowly converts to Red the more you’re hit by the bullets. If the health-bar drops to 0, that is, it turns completely red, it’s game over regardless of how many lives you had left. You lose.
   3. The Lives: There are a fixed number of chances given to the player when the game starts, we call these Lives, a life is removed once an enemy passes your ship. If you have 0 lives left, you lose, and its game over. We can fix the number of lives the player receives form within the program.
6. As you may have noticed, there’re a few things left incomplete in the game, the most noticeable of them is the fact that the score meter doesn’t increase. That is;
   1. We were having trouble adding the score meter, so we’ll have to fix it in the future, however, for the time being, we’ve made it so that the score increases when the player ship and the enemy ship collide.
7. This is our base project. As a game is nothing without consistent updates, so for the next update, we’re planning on changing the level patterns a little, like each level has a different enemy, with different amount of damage done to the player. We’re planning on having 4 levels, and then a boss level for which we’ve already made the design **[shows boss design from file].** And also change the player ship in the process **[shows player design form file.]**
8. This covers up our whole CS project with the motive to make it better with each new update. Thank you!