

KnightsRoyal Python Game Documentation

Introduction:

KnightsRoyal is an immersive Python game that plunges players into the heart of medieval combat. This documentation serves as a comprehensive guide to understanding the game's mechanics, installation process, usage instructions, and code structure.

Code Structure Overview:

- Imports: Necessary libraries for game development are imported.
 - Pygame - Main Import, Used to help make the game
 - Sys - Used to exit game
 - Time - Used to measure time and cap FPS(Frame per Second)
 - Random - Used to randomize things
 - Math - Used to make quick calculations
- Initialization: Pygame is initialized, and the game window is configured.
- Button Class: Defines clickable buttons essential for user interaction.
- Player Class: Encapsulates attributes and behaviors of the player character, including animations and combat mechanics.
- HealthBar Class: Manages the display and update of health bars for player characters.
- Drawing Functions: Functions responsible for rendering text and images onto the game screen.
- Game Loop: The primary loop governing game mechanics, animations, and user input processing.

Game Features:

- Dynamic health bars provide real-time feedback on the status of both player characters.
- Upgrades menu offers players the opportunity to enhance the knight's abilities through judicious coin expenditure.
- Sine wave to make game more artistic

Credits:

- Game Development: [Adyanth Rao]

Version History:

- [1.0]: Initial release

Conclusion:

KnightsRoyal delivers immersive gaming experiences. This is the document providing all the information upon the game.