**15-112**

**Final Project Description**

* **Project Description:**

I will be making a laser shooting game called “Kill the chicken”. I got the idea from an old game I used to play when I was a child called “Chicken invaders”.

The main char in the game is a spaceship that has a laser gun to shoot birds flying on top of the screen. The first level will be a tutorial having 1 bird standing and waiting to be shot. The more the levels progress, the harder it is to aim for the birds and the more birds come to fight. The birds will be throwing eggs at the spaceship eventually. If an egg touches a player, he dies. The player will have only 3 lives, if he dies 3 times, he restarts from beginning.

By the end, the player will have to meet the giant boss, which is the great bird that has more powers and health than the ordinary birds.

* **Game theme:**

The game is imagining that in the year 2050, birds that were used for lab experiments were genetically mutated by mistake. The birds became super intelligent and were able to fly to space and surround our planet Earth.

It is now up to the spacecraft “ST-112” to save our planet and kill these birds.

* **Libraries**:  
    
  I will be using PyGame and Tkinter libraries as the main ones to make the game function, and if needed, I might use other libraries to achieve certain tasks
* **User Interface description:**
  + A menu screen with play and help options
  + The game screen, where you can find both the spaceship and birds (locked between two ends)
  + The player will use the keyboard keys to move the spaceship and shoot laser on the birds
  + The birds will be throwing eggs at the spaceship.
  + “Score” box that shows the current score
* **Final Features:**
* Spaceship moving through keyboard keys and shooting lasers
* Birds moving around in a different pattern for each level until the giant boss level and dropping eggs
* A giant boss level with a larger version of the regular birds
* Score box that shows the score of the player (each time you kill a bird you earn points)
* To pass a level, you need to kill all birds on the screen.
* Main menu that has both options help and play
* “play” starts the game, “help” shows a window with instructions and how to play
* **Features to implement by first deadline:**
  + The menu interface should be ready and functioning.
  + I will try to make the movement of the spaceship and laser shooting will be functioning.
  + Have the score function counting.