SPACE SHOOTERS

Introduction: -

The project is about an arcade classic shooting video-game. The main theme of the game is a battle between a lone combat spacecraft and an advanced race of space enemies who are invading to destroy earth.

How to play?

- Slide to control your spaceship and dodge the enemy's bullets.
- Don't let enemies pass your line of defense
- Fire to Kill them

Player 1

To move: W,A,S,D keys are used

To fire: Space Bar is used.

!! The Earth's future is now in your hands. Get your ship ready for space attack in this arcade space shooter game!! You will be faced with lots of evil enemies. Are you sure you will survive in the war of alien shooters? !!

I always loved classic arcade games like Pac-Man, Space Invaders and many others. When I was very young, I used to play a similar kind of game for hours at a stretch, so I wanted to create my very own version of the game.

Implementation details: -

Sections: -

import pygame, (all images) ------> Importing all

class Laser: ----------> declaring attributes for lasers
class Ship: declaring attributes for spaceship

class Player(Ship): ---------- > used inheritance to get properties
class Enemy(Ship): from class Ship & class Laser is
inherited inside these.

def collide(obj1, obj2): ---------- > returns Boolean value for all
collisions.

def main(): ---------- > contains main while run loop of
def redraw_window(): the game checking key presses
while run: and calling players, enemies &
if multiplayer: lasers and drawing it 60 times
else: every second.

def main_menu(): ---------- > to display screen before game
starts

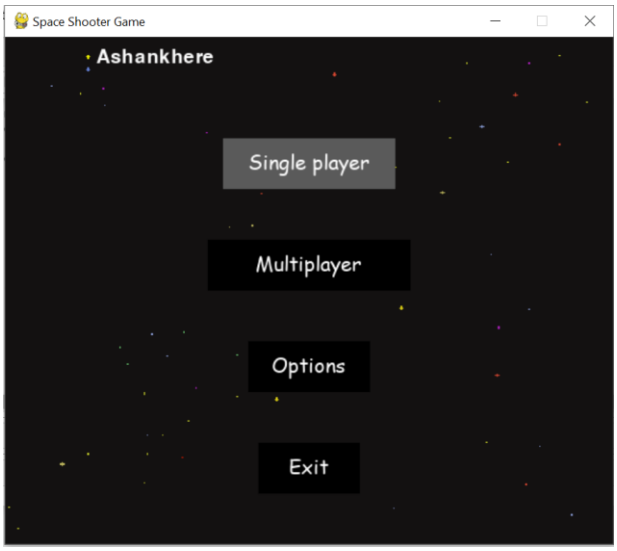
def option(): ---------- > to display key binding
def paused(): ---------- > to display screen while paused

def button(msg,x,y,w,h,ic,ac,action):- button instruction & attributes
called from intro

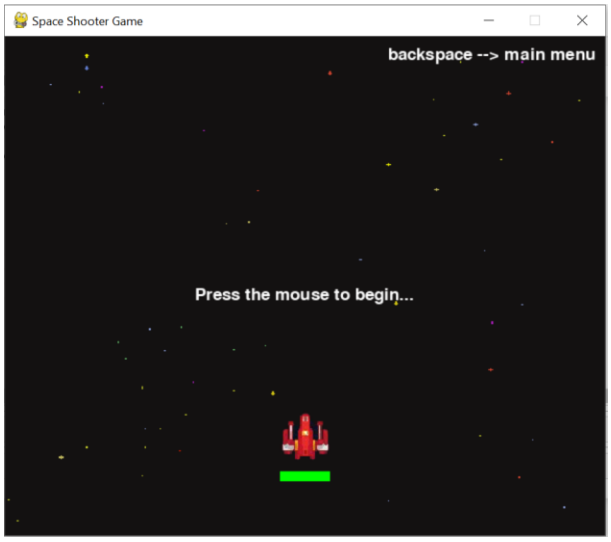
def intro(): ---------- > Main screen seen at start with
options & game modes

intro() ---------- > only func called from where other
func are directed

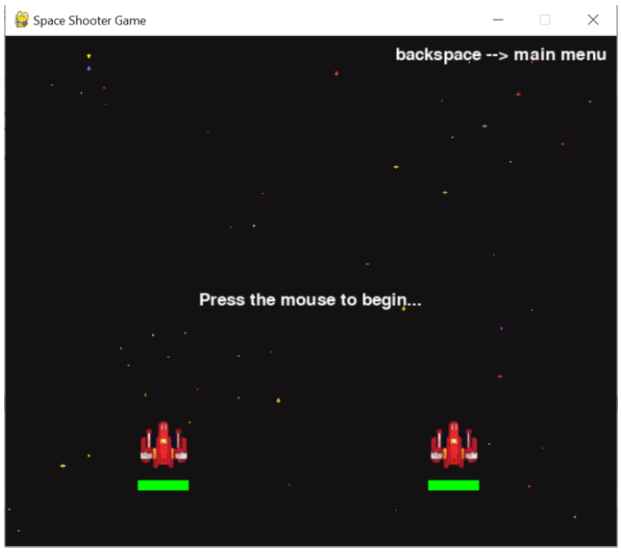
Screenshots: -



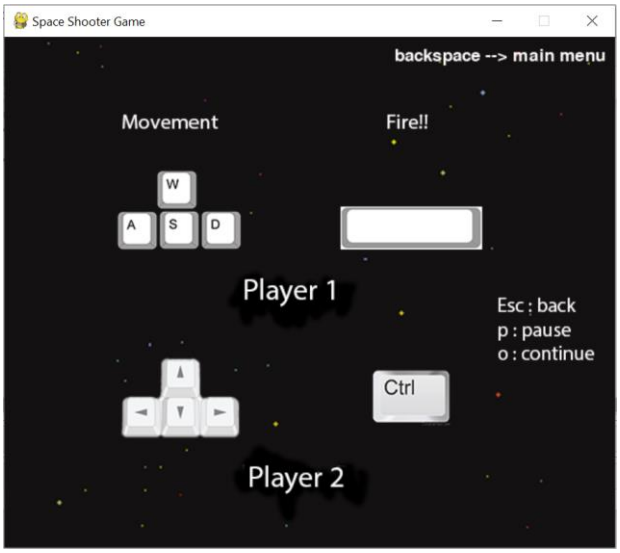
Intro screen



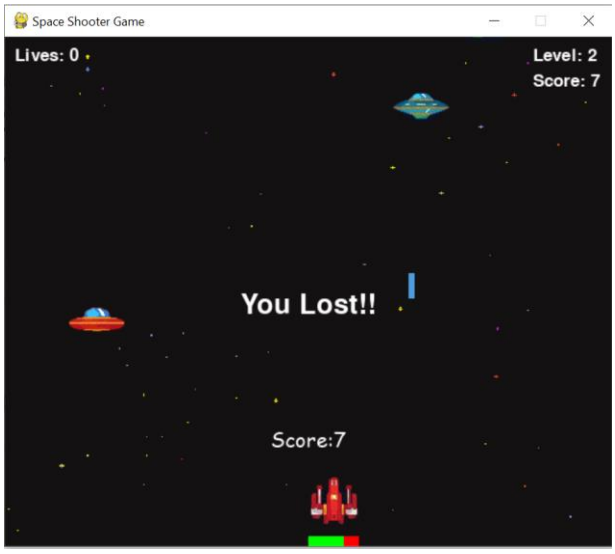
Single player (selected) screen



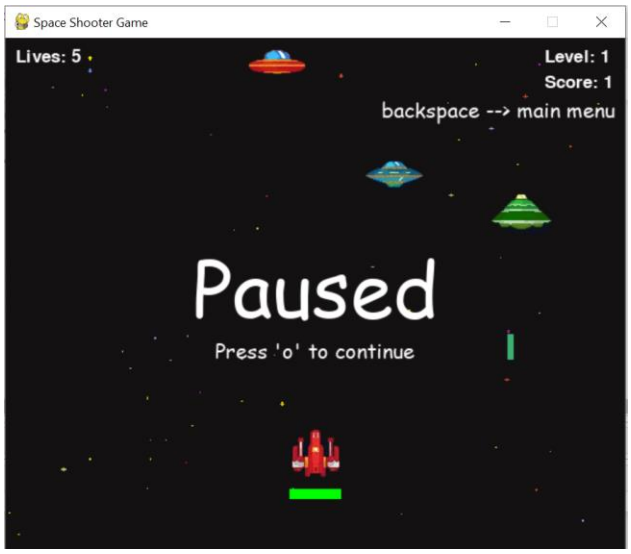
Multiplayer (selected) screen



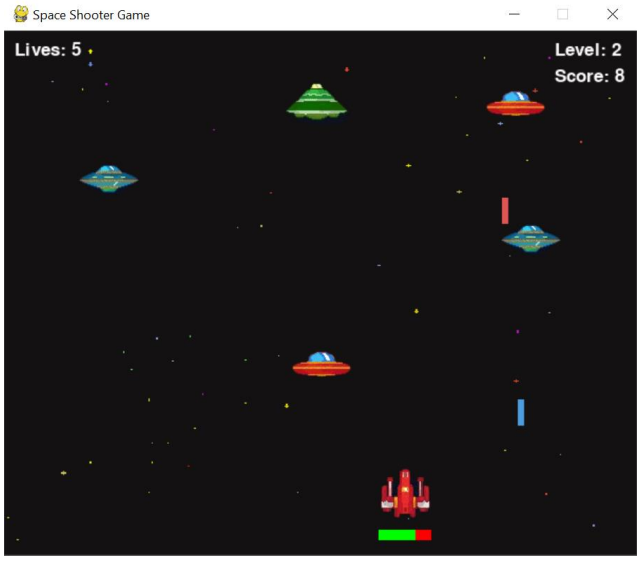
Option (selected) screen



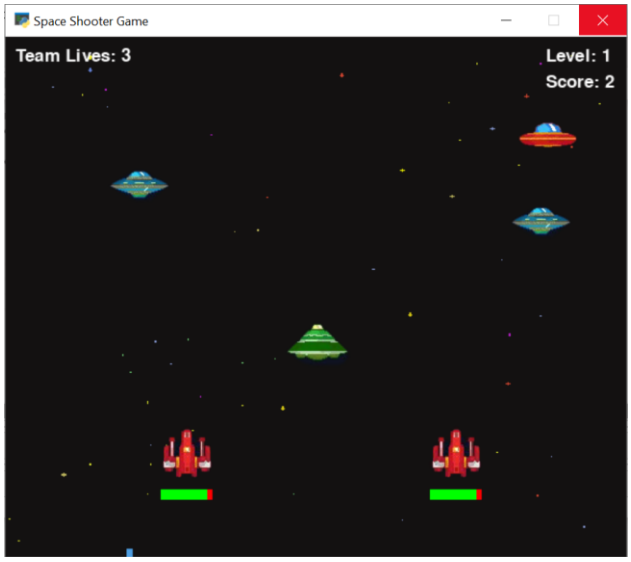
Lost screen



Paused screen



Single player gameplay



Multiplayer gameplay

Conclusion: -

It is my 1st python project and I totally loved it. This project helped me to better understand the topics covered in the classes. It was a wonderful experience and I learned a lot along the way. This project made me realize that it's just the beginning and there is lots to explore.

I will continue to code and pursue other projects to learn.

Thank you!

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