

# Space Shooters

## Abstract: -

The project is about a 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.

Library used are: - pygame, os.path (new ones that I have to learn for need to learn that weren't a part of our course)  
Rest all were classes, loops, functions, conditions, setting up images and it's dimensions, random, time.

Brief walk-through of how I'll be going to implement things: -

1. Import random & pygame and set up a gaming window with attributes like dimension, colour, size, pictures of spacecrafts.
2. Writing code to take input from the user like to start the game, arrow keys the movement & space bar to fire.
3. Using a random function to generate the position of chicken enemies which are moving down towards the spacecraft.
4. Making functions of: - shooting, chicken enemy destroying, spacecraft destroying when enemy hits it and many more.

**\*\*New modes** -> Multiplayer mode also available -

Player 1 will use the arrow keys

Player 2 can use W,A,S,D keys for movement.

with interactive window to navigate

Timeline - At first I'll complete the full game without extra modes by next week(6 or 7th July). And in the next 2 to 3 days I'll incorporate the new modes and fix all the bugs.

Personal deadline is to submit by 12th July (Monday).

It's a very simplified version of how I will implement my idea. Now I'll be able to start right away as we are done with endsems. So I have started working on this project and have planned to complete it way before the deadline of 14<sup>th</sup> July.

When I was very young, I used to play a similar kind of game for hours and loved it. So, I want to create my very own version of the game.

Reference: - <https://www.youtube.com/watch?v=Q-8Xw9KTM>

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