Python Programming
Final Project: Summative

Python Application

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Introduction:

We all know how much children love playing video games. Games developers make video games with so much love and hard work, so I also wanted to make my own video game that individuals of all ages can play. This masterpiece that I have created is called "U.T.X" which stands for "Undead Termination Xtreme", which is an RPG (role-playing game). This masterpiece is a simple shooting game in which we have to shoot the ghosts and monsters before they come near the place we have to guard, if they do it's game over.

Problem Statement:

The problem with certain games is that not all ages can play them, especially horror games which are the most popular types of games in the industry but children can't play them because they are too disturbing for children. However I have found a solution for this problem; I created a horror RPG game, which is appropriate for children and is also a bit spooky to entertain them.

Goal/Objective:

The objective of this game is to survive against monsters and guard the blue area that is in the middle of the game, this game has infinite rounds and you have to collect Exp(experience) to level up. As you go on the waves will become difficult and new entities will arrive.

Approach- Top-Down:

In the development of my game, I used the top-down approach, It first started with the proper understanding of the topic, and research was done to understand how to make it. After researching the topic and its importance, I researched the existing RPG video games in the genre of horror and identified their limitations. I came up with new ideas by taking references from these. The game's design process involved an easy layout for the video game that will help ease the gameplay mechanics. I decided to use Gdevelop which is a no-code game creator tool. However, even with this no-code tool, I learned to use it independently and create the game.

Results And Conclusion:

After implementing the top-down approach, I was able to identify the problem and create a solution. This RPG game is not the best game that would stand out the most but I was still able to create a horror game that everyone can play. The game is designed in a user-friendly way, ensuring a great experience for the users. Thus, the implementation of these ideas and top-down approach resulted in an incredible RPG game.
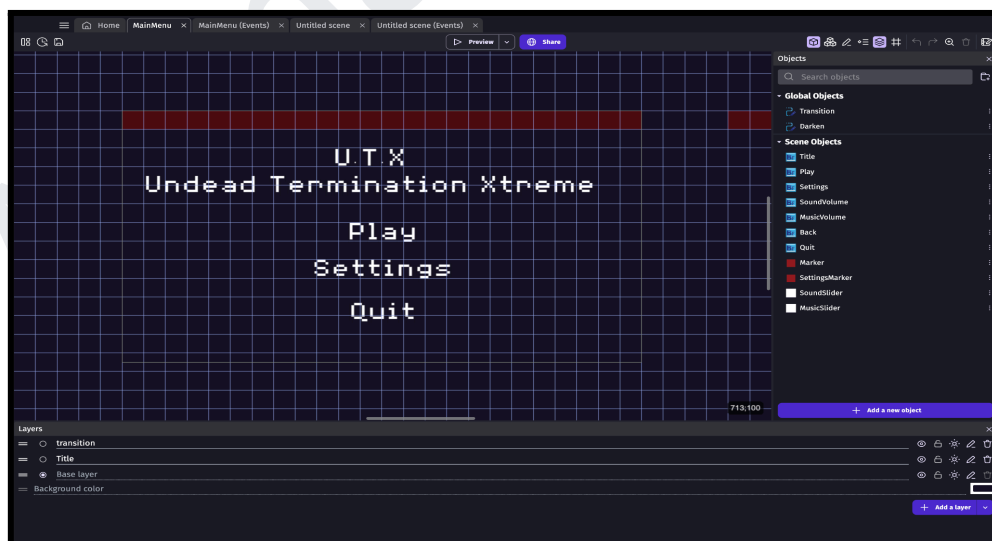

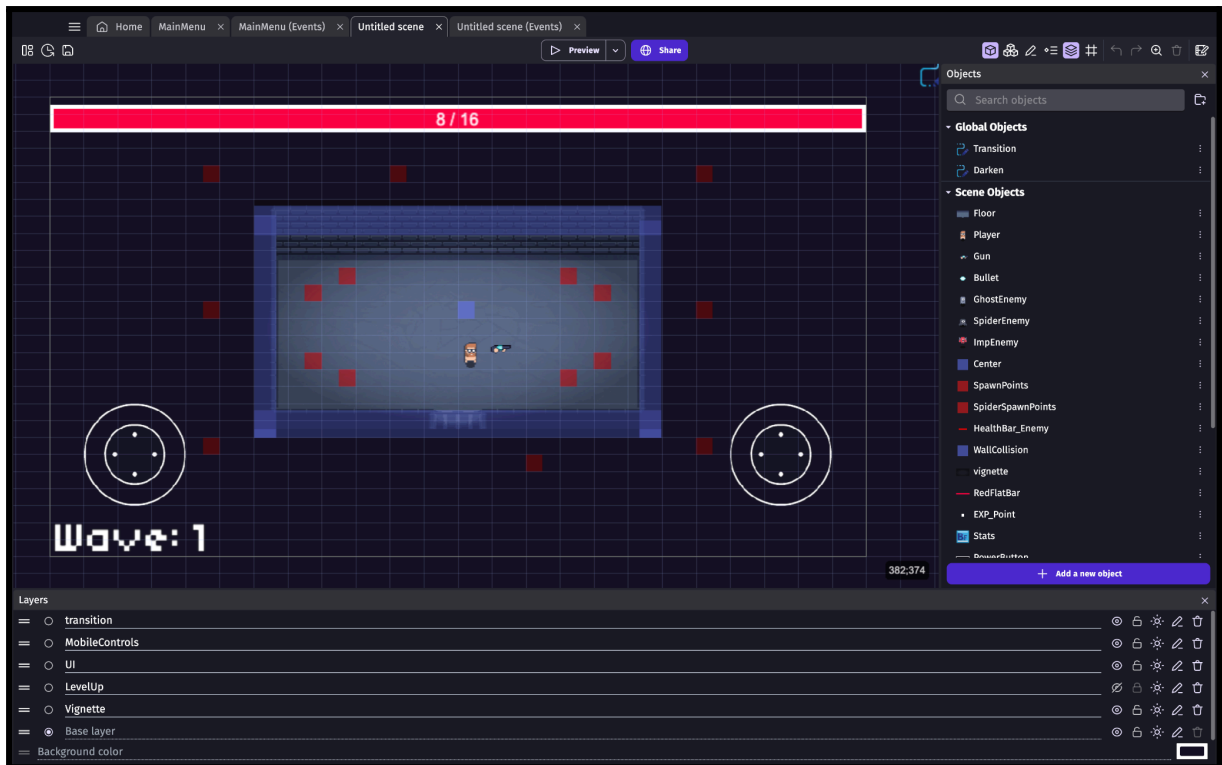## Screenshots:

Figure 1.1

Figure 1.2

In Figures 1.1 and 1.2, we can see the homepage and the starting page of the game that is being edited with the fonts inserted in the game. Since is a no-code tool, its engine allows drag and drop, thus allowing you to edit every single detail on the scene easily.
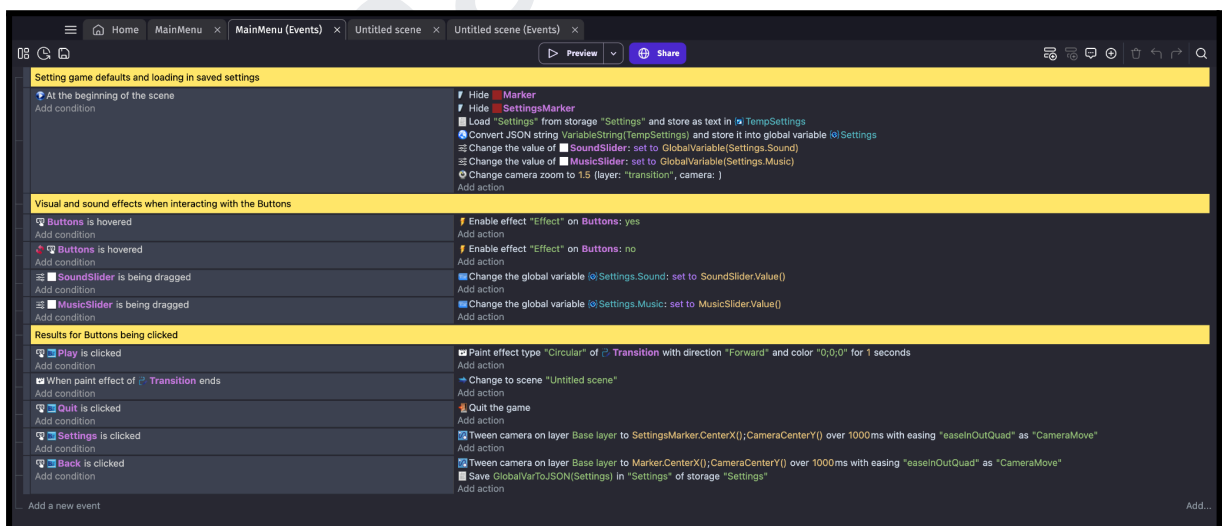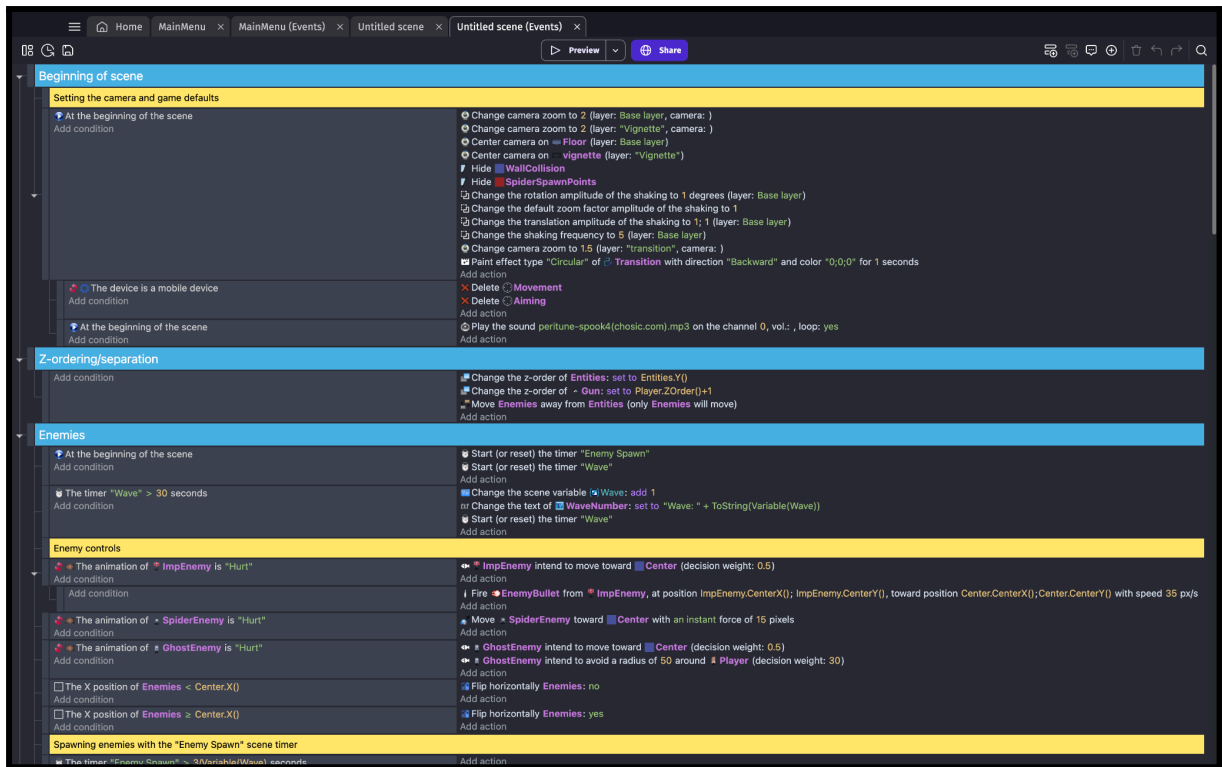

Figure 1.3

Figure 1.4

In Figures 1.3 and 1.4, Since this engine is a no-code tool, we have ready-made codes in it all we have to do is to understand what they are and we can easily add these ready-made codes.
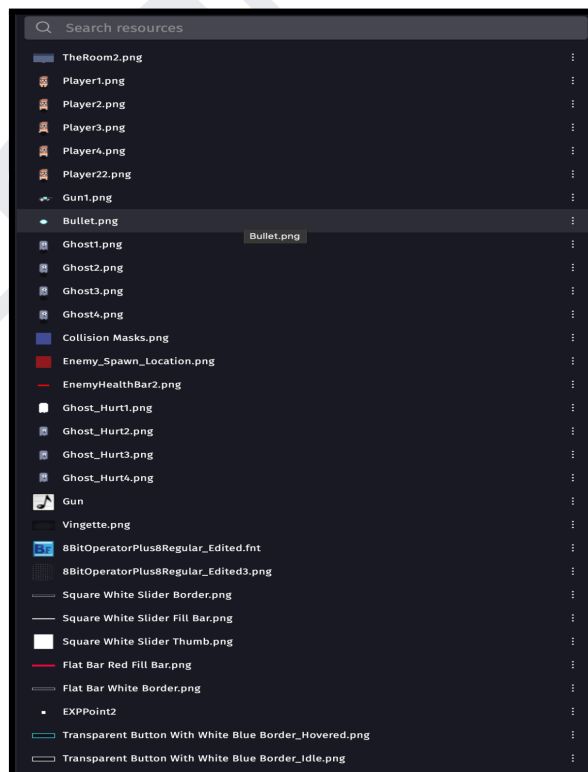

Figure 1.5

In Figure 1.5, We can see the resources I have used to make my game, these are sprites and they are very important to create a game in GDevelop, they simplify the process of making a video game.

Game Link:

➔ https://games.gdevelop-app.com/game-3994ab88-dc88-4466-8aa7-52aef7b22fca/index.html

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References:

GDevelop- The official website from where I had downloaded the game engine.

Come Out And Play by Darren Curtis | Download Free MP3 - Chosic- The music I inserted in my game.

GDevelop 5 documentation- documentation from where I learned how to use the game engine.

Wave Defense Game- The game resources that took from the example game and used to make my own game.

Wave defense shooter - a game example from the GDevelop game-making app- The example and template from which I made my own game, adding my changes to my game.