**Description of game (Game Play)**

# Opening the game application

After successful installation of Python and Pygame, the game is launched by running “main.py” with Python. This opens the main screen with the menu open giving options for starting a new game or exiting the game application.

* Clicking on “ New game” starts a new game from level 1
* Clicking on “Quit to Desktop” quits the game application

# Story Synopsis

A spacecraft crashed on its way to a far off planet and the astronaut has to collect all the parts and build up the spacecraft for takeoff to planet Z. There are platforms on the planets where the astronaut can stand and space rocks which move across the planet.

While collecting the parts, he has to avoid heavy green space rocks. After collecting all the parts of the spacecraft and fueling it, he teleports to the spacecraft and moves to the next planet.

# Game Elements and Levels

The Game is made up of a player (astronaut) which the user has total control of, platforms, space rocks which move across the screen and parts of the spacecraft which fall from above, one part at a time, to be collected by the player. It also has an image of the spacecraft which builds up as the parts are collected.

The levels are made up of different planets with variations in the positions of the platform, the number of space rocks, and the speed of the rocks.

There is also a possibility to pause the game using “ESC” key. When the user clicks on the “ESC” key, he gets the option to resume game, start a new game or quit the game application.

# Player’s Control

The user controls the player by using the direction keys of the keyboard to move up, left and right. The player experiences a gravitational pull which causes him to move downwards. The gameplay is the same in each level.

The player collects the parts of the spacecraft by just colliding with the parts, he doesn’t need to click any button to collect parts and when he collides with a part, the spacecraft is built using the part collected. After collecting all the parts, he fuels the spacecraft and takes off to the next planet.

# Winning

The user has a 3 lives in each Level and moves to the next level when he collects all the parts of the spacecraft and 4 pieces of fuel without using all his lives.

# Losing

A life is lost if the player collides with a space rock. The player loses if all 3 lives are lost. When this occurs, the game ends, and the player is sent to a ‘Game Over’ screen, where they can begin a new game, starting from level 1 by accessing the menu – done by either clicking the mouse, or pressing esc.

# End

The game only ends when the player dies, the levels should generate infiniately with 2 more enemies being spawned and the speed increasing by 0.2 each time. The increasing difficulty makes it infeasable for the player to infinitely succeed, ending the game eventually.

# Fun Part

The game consists of a background music which keeps the user entertained and engaged while playing the game.

When the player moves up, you can see the flames from his space suit. The user gets a sound when each part of the spacecraft is collected.

When the spacecraft is completely built, the user gets the sound of it moving to the next planet.

The game is also made up of well-designed cartoons for the astronaut, spacecraft, platforms, parts of the spacecraft, space rocks and planets. These give the user a picture of a real astronaut in space and enhances immersion.

# Our Idea

Our game is a clone of an existing game known as “Jetpac”. Jetpac follows Jetman as he must rebuild his rocket in order to explore different planets, whilst simultaneously defending himself from aliens.

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