MUMBAI HACS

Team Name :- Pixel pioneers

Team Member Names:- Chaitanya, Lakshya, Jeevan

Problem Statement

Entertainment

Games:-

Games are for everyone, with varying ability and skill sets. How can AI personalize game content and difficulty to match the player?



Team Photo



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- We developed a shooting game where players control a fighter jet to shoot bullets at aliens and other obstacles while collecting coins.
- To enhance the gameplay experience, we integrated an A* algorithm, enabling the aliens to detect the player's movements, and meteorites that attack the player.
- This project was built using Pygame, allowing it to be played with both a keyboard and joystick.
- Our project aligns with this problem statement by focusing on AIdriven adaptations that enhance the gaming experience for all players.



Gameplay





Github link:-https://github.com/ChaitanyDalvi06/Pixel_Pioneers

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Thank you