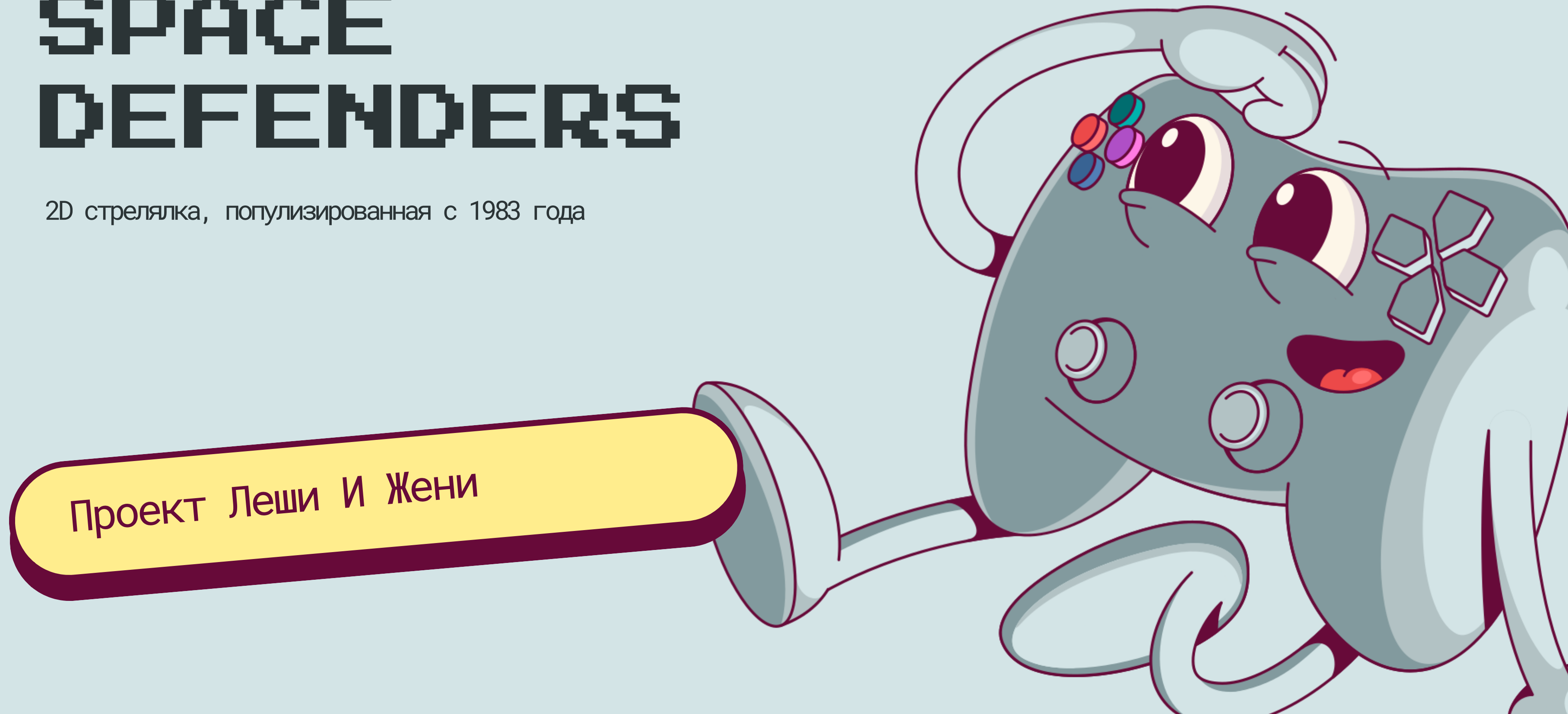


# SPACE DEFENDERS

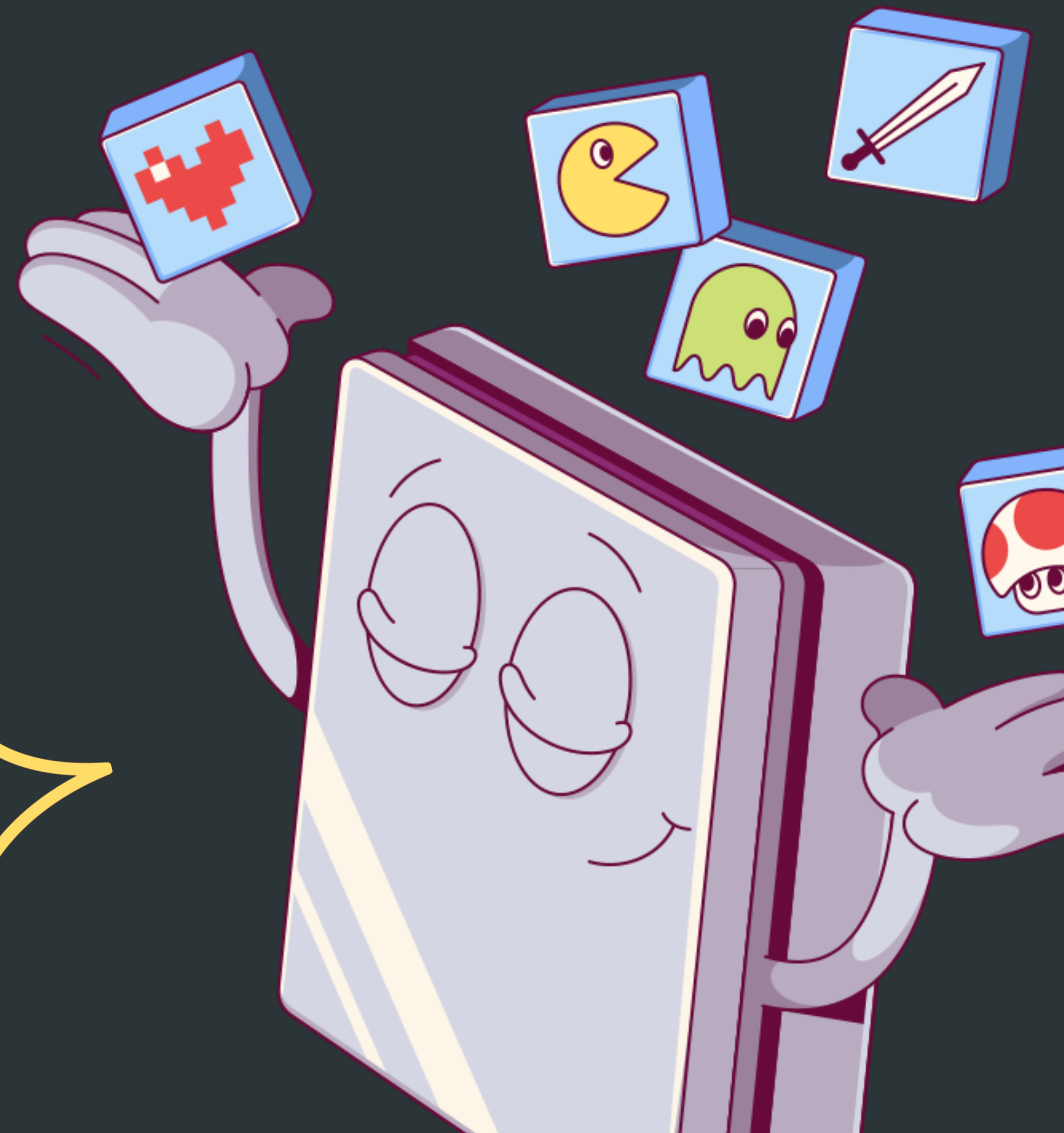
2D стрелялка, популизированная с 1983 года

Проект Леши И Жени



# для кого игра?

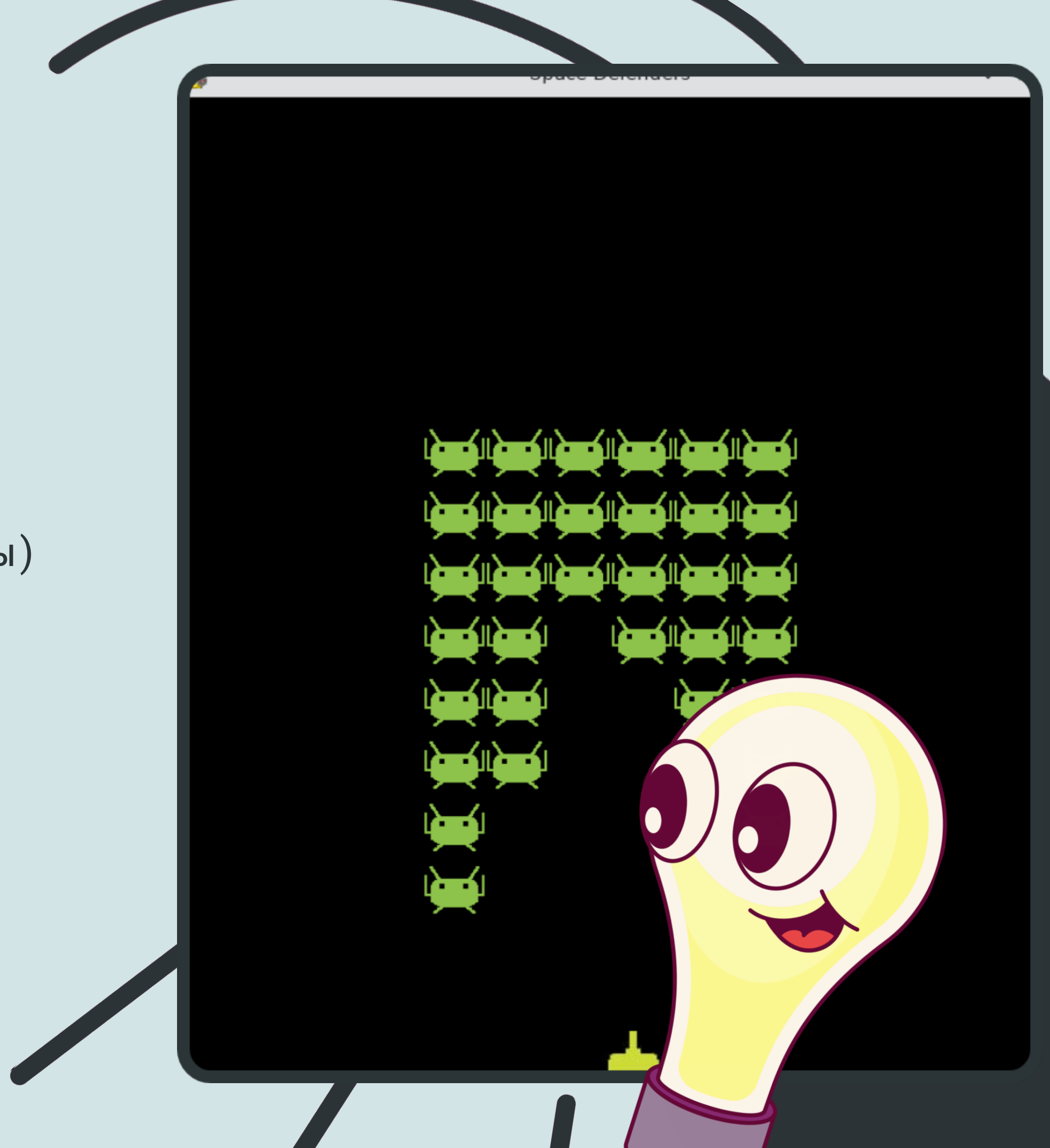
Space Defenders подойдет  
для людей любящих  
старенные аркады и не  
проходимые игры



# GAMEPLAY

## !!!!!!!

Посвольте ознакомить вас с  
увлекательным геймплеем данной игры)



# MENU.

Простое, но  
очень удобное  
в  
использовании.

RULES

RATING

## Space Defenders

LEVEL 6

PLAY







# ПРИМЕР КОДА...



```
pythonProject - gun.py
File Edit View Navigate Code Refactor Run Tools VCS Window Help
pythonProject ~\PycharmProj
Project
  pythonProject
    2020_E2L2_Hksqd
      Try.py
      images
      venv
      Bd.py
      bullet.py
      game.py
      gun.py
      lno.py
      rating.db
      External Libraries
      Scratches and Consoles
1 import pygame
2 from pygame.sprite import Sprite
3
4
5 class Gun(Sprite):
6
7     def __init__(self, screen):
8         # инициализация пушки
9         super().__init__()
10        self.screen = screen
11        self.image = pygame.image.load('images/gun.jpeg')
12        self.rect = self.image.get_rect()
13        self.screen_rect = screen.get_rect()
14        self.rect.centerx = self.screen_rect.centerx
15        self.center = float(self.rect.centerx)
16        self.rect.bottom = self.screen_rect.bottom - 20
17        self.mright = False
18        self.mleft = False
19
20    def output(self):
21        # отрисовка пушки
22        self.screen.blit(self.image, self.rect)
23
24
25
26    def update_gun(self):
27        # обновление позиции пушки
28        if self.mright and self.rect.right < self.screen_rect.right:
29            self.center += 0.7
30        if self.mleft and self.rect.left > 0:
31            self.center -= 0.7
```

```
pythonProject - game.py
File Edit View Navigate Code Refactor Run Tools VCS Window Help
pythonProject ~\PycharmProj
Project
  pythonProject
    2020_E2L2_Hksqd
      Try.py
      images
      venv
      Bd.py
      bullet.py
      game.py
      gun.py
      lno.py
      rating.db
      External Libraries
      Scratches and Consoles
116
117
118 if __name__ == '__main__':
119     pygame.init()
120     clock = pygame.time.Clock()
121     screen = pygame.display.set_mode((700, 800))
122     pygame.display.set_caption("Space Defenders")
123     bg_color = (0, 0, 0)
124     gun = Gun(screen)
125     bullets = Group()
126     inos = Group()
127     start_window = True
128     menu = level_game = finish_window = rating = rules = animation = win = False
129     k = 0
130     user_name = ''
131     color = 'green'
132     input_rect = pygame.Rect(130, 350, 440, 32)
133     while True:
134         if start_window:
135             screen.fill(bg_color)
136             screen.blit(pygame.image.load('images/заставка.jpeg'), (0, 0))
137             pygame.draw.rect(screen, 'Black', (150, 200, 400, 400))
138             pygame.draw.rect(screen, ('black'), (100, 150, 500, 450))
139             font = pygame.font.Font(None, 70)
140             text = font.render("WELCOME", True, (164, 255, 161))
141             text_x = (700 - text.get_width()) // 2
142             text_y = (800 - text.get_height()) // 2 - 160
143             screen.blit(text, (text_x, text_y))
144             font = pygame.font.Font(None, 30)
145             text = font.render("User name:", True, (164, 255, 161))
146             text_x = 130
147             text_y = (800 - text.get_height()) // 2 - 70
```

СПАСИБО ЗА  
ВНИМАНИЕ!

И ждем...

Ваших вопросов!

