

# Zombie Wars

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# Our Aim

Develop a captivating zombie-themed game using Pygame to explore game development.

# Progress Report 1

- Learned about pygame
- Done with the setup of camera, player, made it moving

# Progress Report 2

- Background made on tiles
- Integrating the background
- Graphics done

# Progress Report 3

- Player Animation
- Weapons

# Today's Progress Report

- Magic setup
- UI
- Enemy creation
- Added enemy-player interaction

# Next Steps

- Add die Animation
- Add spells
- Final Fixes

# End

Thankyou!