

COMPUTER SCIENCE PROJECT

FOR THE YEAR

-2023-2024-

--Submitted by--

Joseph Chacko

Vasudev Dinesh

Sooreya Narayanan MS

<INDEX>

|  |  |  |  |
| --- | --- | --- | --- |
| Sl. No | Title | Pg. No | Signature |
| 1. | Acknowledgments |  |  |
| 2. | Project Description |  |  |
| 3. | Files Used |  |  |
| 4. | Functions |  |  |
| 5. | Source Code |  |  |
| 6. | Output |  |  |
| 7. | References |  |  |

<Acknowledgments>

I want to express my profound gratitude to God for providing me with the strength and inspiration to embark on this journey. To my dedicated teachers, who imparted knowledge and guidance, I owe a debt of thanks for nurturing my skills. To my supportive friends, you've been my rock and a source of unwavering encouragement. I'm also deeply appreciative of those who provided opportunities that allowed me to pursue my passion. Each of you has played an integral role in the creation of ColdZap, and I'm sincerely thankful for your contributions and support.

<Project Description>

ColdZap is an intriguing gaming endeavor meticulously crafted in Python, leveraging the potent pygame library. It falls within the captivating realm of dungeon explorer-style games, where players embark on a thrilling journey through intricately designed levels. However, this game diverges from the mundane; it requires players to not only navigate these treacherous domains but also eliminate all adversaries in their path to unlock access to subsequent levels.

What sets ColdZap apart is its emphasis on strategic thinking and environmental interaction. Success is not solely determined by brute force; instead, players must employ wit and ingenuity to conquer challenges swiftly. Each level presents a puzzle to be solved, requiring players to exploit the surroundings and devise efficient solutions. It's a mental exercise as much as a test of reflexes.

<Files>

|Assets

|-> audio

|--> ...

|

|-> fonts

|--> ...

|

|-> images

|--> ...

|

|Gamedata

|-> Levels

|--> level0.json

|--> level1.json

|--> level2.json

|--> level3.json

|--> level4.json

|

|-> highscores.json

|-> saves.json

|-> settings.json

|

|utils

|-> blocks.py

|-> bullet.py

|-> enemy.py

|-> player.py

|-> txt\_button.py

|

|drawing\_functions.py

|levelCreate.py

|main.py