PYCK FINAL PROJECT REPORT
SPACEREX

DESCRIPTION

As the name itself gives it all we have made game with the theme of space with action.We have created a simple yet exciting and addictive game named "space rex" using turtles. In this game, you have to make your way through deep space flooded with asteroids and enemies, and you have to survive it all with just your spaceship. With a 2D control space the user's space shuttle will have 2 degrees of freedom which are forward and backward and angular, same goes for the enemies. "Action without bullets is just not Action",Yet you can fire only one bullet at a time to survive this all. You cant fire another until that bullet has destroyed an enemy, asteroid, or it has gone out of the screen in deep space . A constant stream of Asteroids along with deadly enemies behind you which could be a GAME OVER if crashed to.

LIBRARIES USED

We used turtle , random , os and math as libraries.

MOTIVATION

We have decided to do our project on the idea of game making, considering we don't have prior knowledge of machine learning, AI etc., but we have a good exposure of game making, due to CS101. The thrill of creating a game, which has to do with speed and subtlety of the player, is itself a good reason to work on and develop it enthusiastically. I believe this project will keep us hooked and will be sufficient to make good use of this new language we have learnt. Also, this will help us develop on the professional front, by knowing how developers go about doing their work. Additionally, it would give us exposure to design and graphic elements too.

SCREENSHOTS
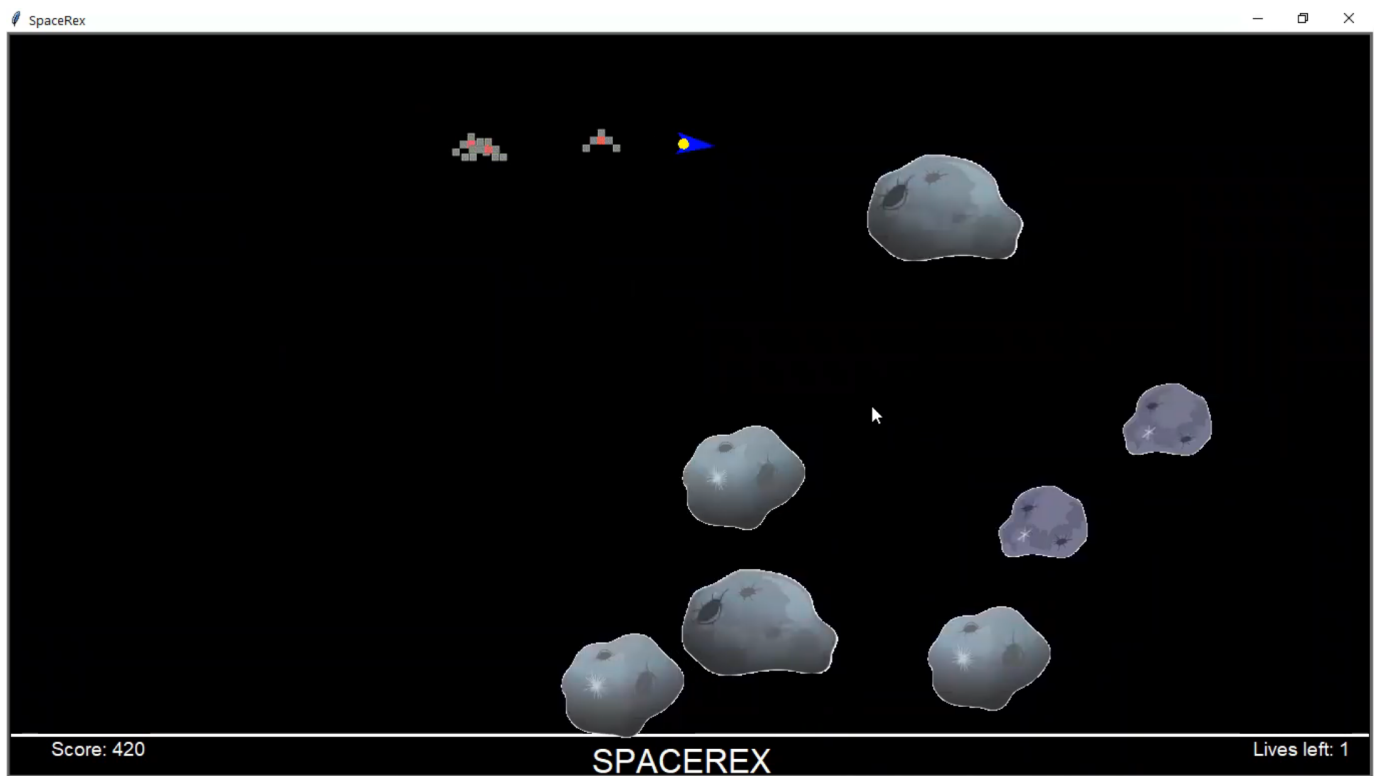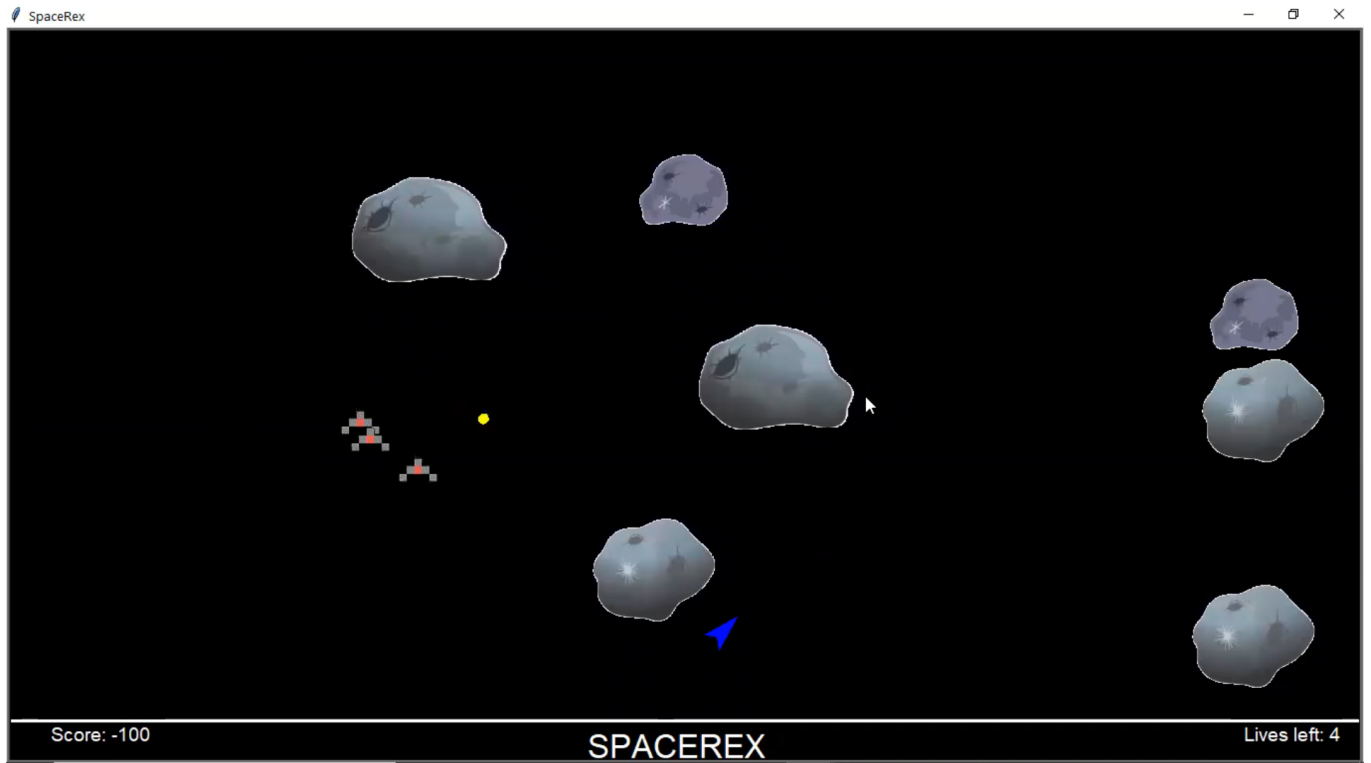
CONCLUSION

We have created a simple yet exciting and addictive game named "space rex" using turtles. In this game, you have to make your way through deep space flooded with asteroids and enemies, and you have to survive it all with just your spaceship. If you got hit by an asteroid or an enemy, you lose one life. You have five lives to play with in total better make each count. "Lives left "are displayed on the bottom right corner. All the asteroids are randomly generated and move from right to left at a certain speed while your enemies follow you all along your path until they kill you by hitting your spaceship.The controls for your spaceship are simple you can move up and down with your spaceship using up and down arrow keys and rotate its direction of movement using the left and right arrow keys, and fire bullets with the space bar. Yet you can fire only one bullet at a time to survive this all. You can't fire another until that bullet has destroyed an enemy, asteroid, or it has gone out of the screen in deep space . When you die, you spawn in the bottom center. When your enemies perish, they are randomly generated from the top line. The score rules are pretty straightforward if your bullet hits an enemy you get +100 point if your bullet hit asteroid you get +20 points if you got hit by an asteroid you get -100 points if an enemy hits you you get -100 points but if you managed to trick your enemy into getting himself shot by the asteroid you get +120 points your score is depicted on the bottom left corner the game ends when all of your lives are gone. A final page with "game over "and your score is displayed. After that, you need to left-click to exit python**.**

TEAMMATES

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