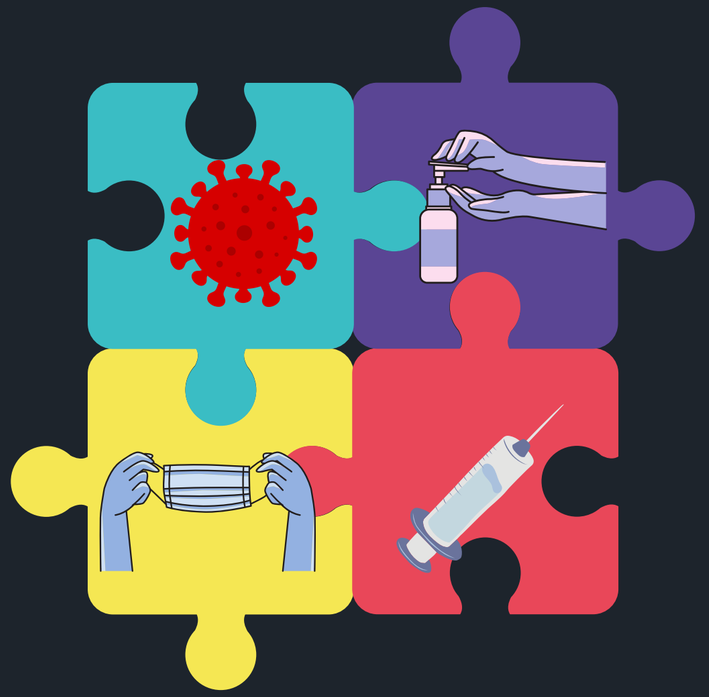
COVI-SHOOT

HARDIK JAIN



KJ SOMAIYA COLLEGE OF ENGINEERING

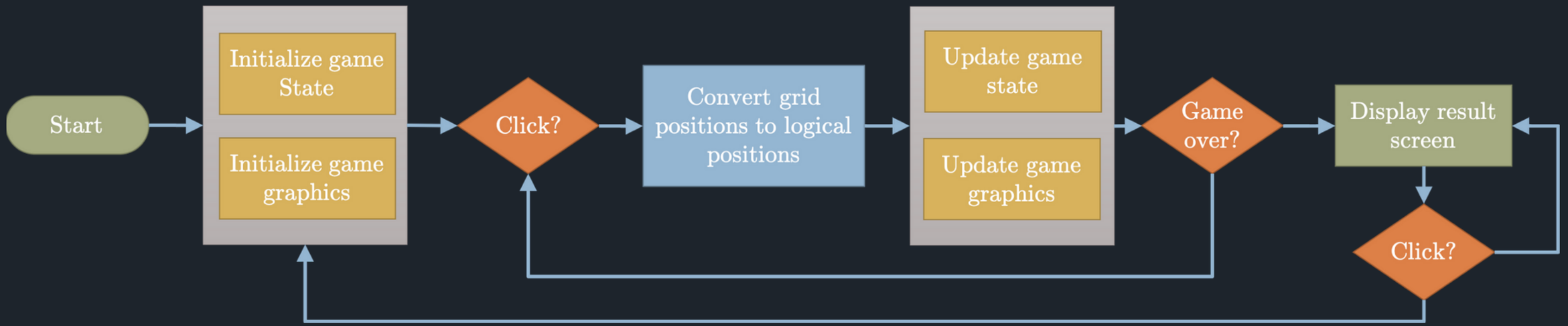
PYTHON MINI PROJECT

PROBLEM STATEMENT

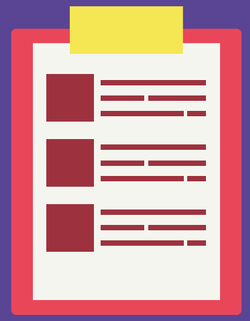
CREATE AN INTERACTIVE GAME THAT SPREADS AWARENESS ABOUT GETTING VACCINATED. THE GAME MUST BE ABLE TO TRACK THE USER'S SCORE, DISPLAY WHEN THE GAME IS OVER AND CAPTIVATE THE USER BY VARYING THE DIFFICULTY LEVELS

SYSTEM ARCHITECTURE

MAKE A FLOWCHART OF THE EVENTS IN THE ORDER OF WHICH THE YOUTUBE VIDEO WAS MADE



FEATURES OF DESIGNED SYSTEM



01

Game is able tp detect multiple key presses

02

Game gets progessively tougher giving the user an incentive to keep playing

03

Game can simulataneously move multiple enemies and keep track of each individual movement

04

Game can simulataneously move multiple enemies and keep track of each individual movement

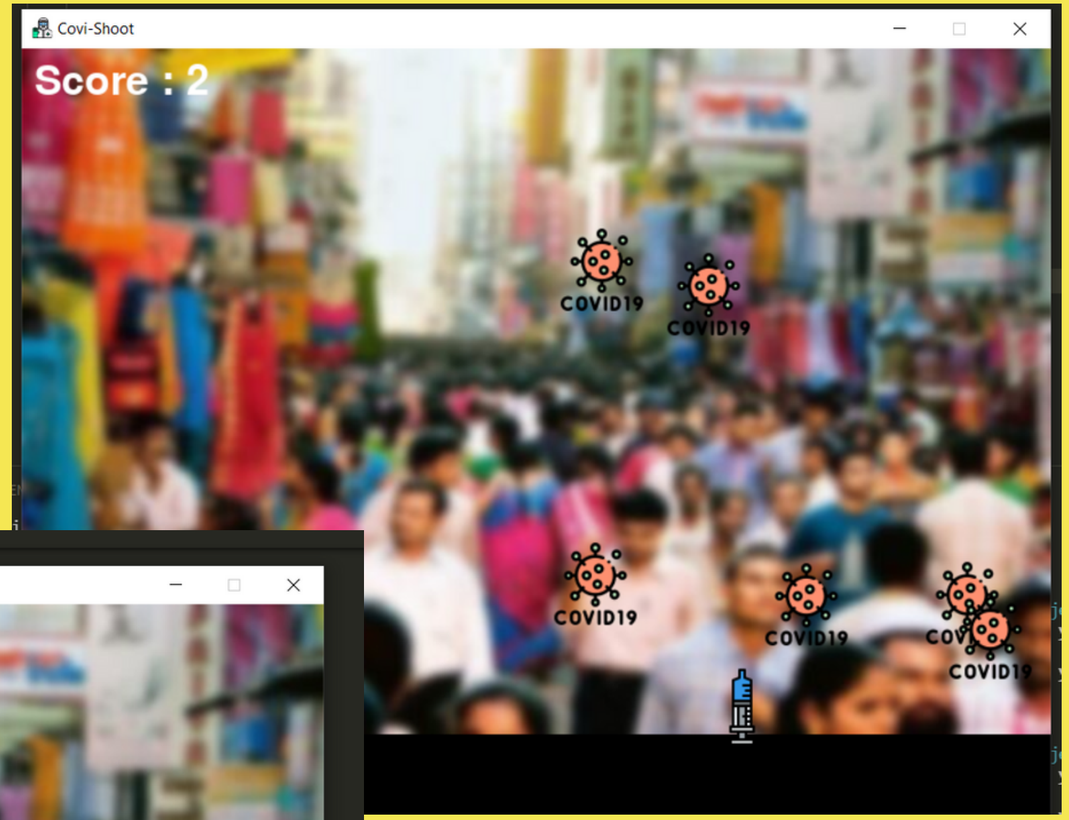
05

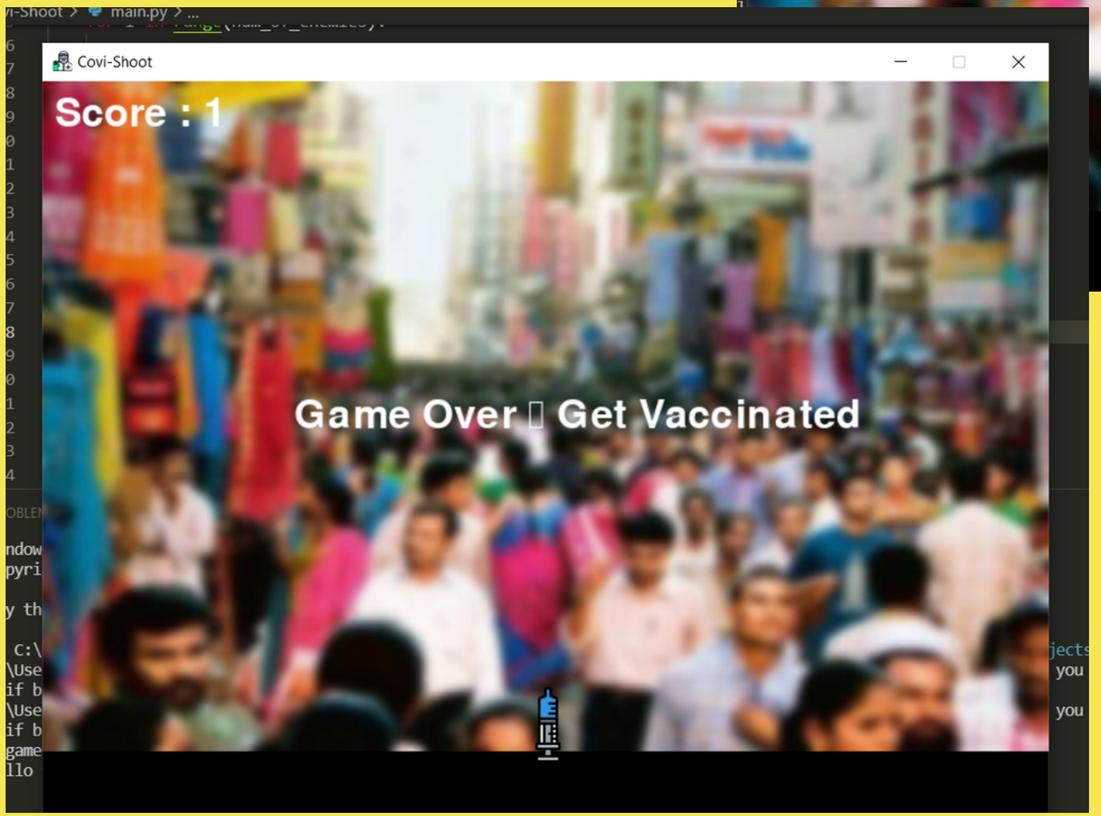
Game can keep track of the score

06

It spreads awareness

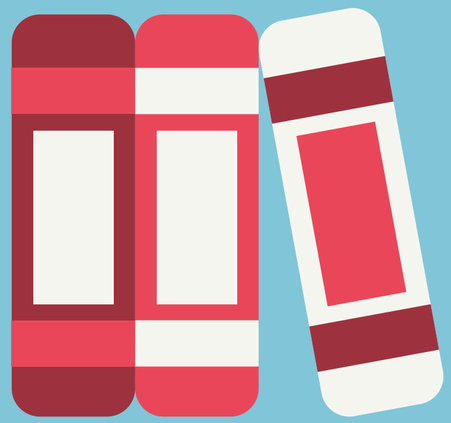
RESULT


Covi-Shoot
Score : 2
COVID19
COVID19
COVID19
COVID19
COVID19


Covi-Shoot
Score : 1
Game Over Get Vaccinated

CONCLUSION

THIS GAME WAS MADE USING THE APPLICATION OF PYGAME, MATH AND RANDOM MODULE IN PYTHON. THE IDEA WAS TAKEN FROM THE REFERENCE GAME (ATTACHED) AND WE ADDED MULTIPLE FEATURES OF OUR OWN SUCH AS MULTIPLE ENEMIES, SCORE TRACKER, TOUGHER LEVELS AND A POSITIVE MESSAGE TAHT SPREADS AWARENESS ABOUT THE PANDEMIC WE ARE FACING TODAY.



REFERENCES

01

https://www.geeksforgeeks.org/introduction-to-pygame/ to learn pygame

02

https://www.flaticon.com/ for icons

03

https://www.youtube.com/playlist?list=PLjcN1EyupaQkAQyBCYKyf1jt1M1PiRJEp for learning implementation of pygame