

# Pygame Project

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The Western Front: 1944

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# Team introduction

1. C177014 반욱현(coding)
2. C177022 이승노(graphic)

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## Why do we decide to make this game ?

Vertical scroll flight shooting game has been around a lot since childhood and has been exposed to it, so it will be a familiar genre to everyone. Therefore, we chose the Vertical scroll flight shooting game, a genre that everyone can enjoy. We are going to develop a game that based on as the most famous "Strikers 1945" as a reference.

## What is the strong point in this game design ?

We think our game's strength is that we can buy various fighters with coins collected within the game from stores and participate in the battle.

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# Game introduction

**Title** : The Western Front : 1944

**Genre** : Vertical scroll flight shooting game

**The goal of a player** : You have to survive as long as you can and get a high score

**Control** : 'A'= left move, 'D'= right move, 'SPACEBAR'= fire

**Reference** :



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# Game introduction

**Synopsis :** In 1944, about five years after the outbreak of World War II, the Allied Forces launched the largest landing operation ever, Operation Normandy. The Allied forces that landed in Europe through the Operation Normandy thought they could end the war soon, but Germany fought desperately and continued the war.

You! Be a Allied Fighter Pilot and defeat the German Air Force and support the Allied Ground Forces to lead this war to victory!

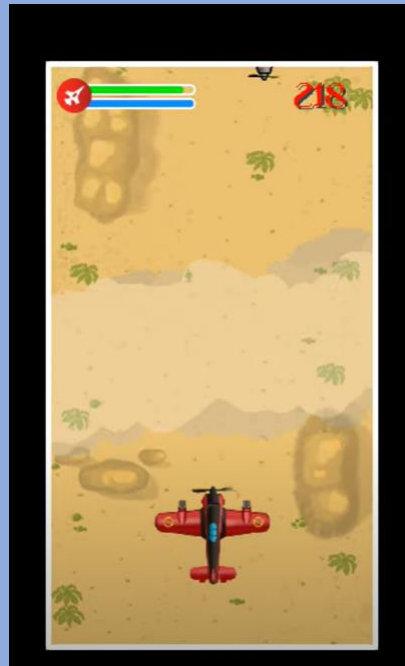
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# Game introduction

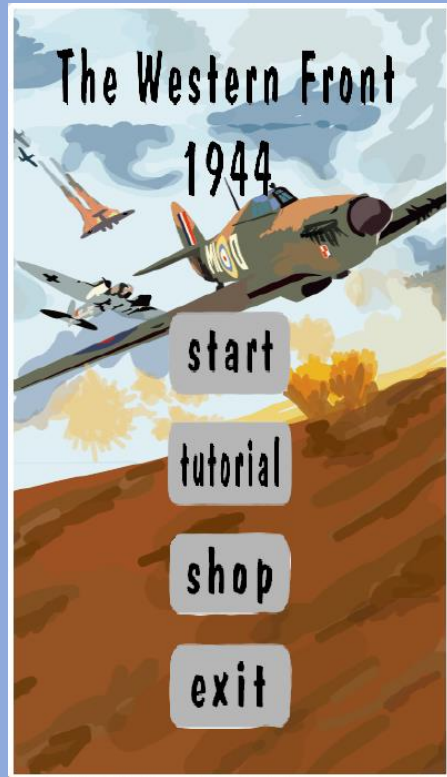
Based on : <https://github.com/pyGuru123/Python-Games/tree/master/Aeroblasters>

The game direction is similar to the game we were trying to make, which helped us a lot in developing the game

Such as code, graphic resources, and sound resources.



# Game introduction(Gameplay screen)



Main page



Tutorial page



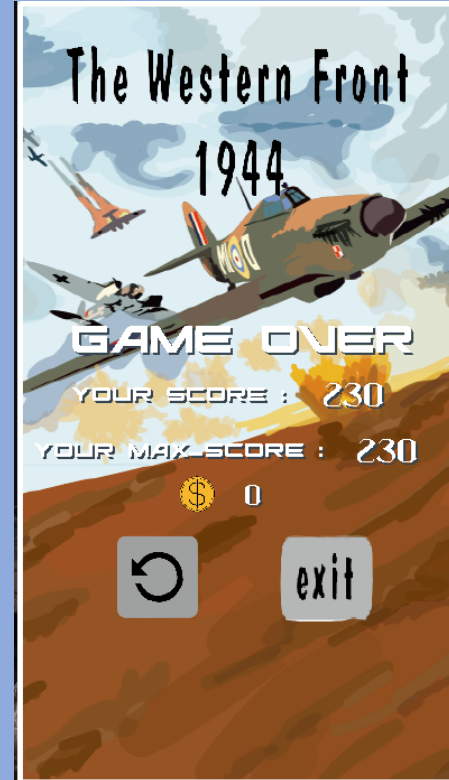
Shop page



# Game introduction(Gameplay screen)



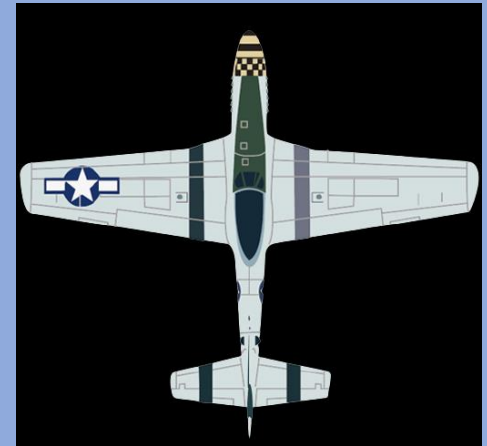
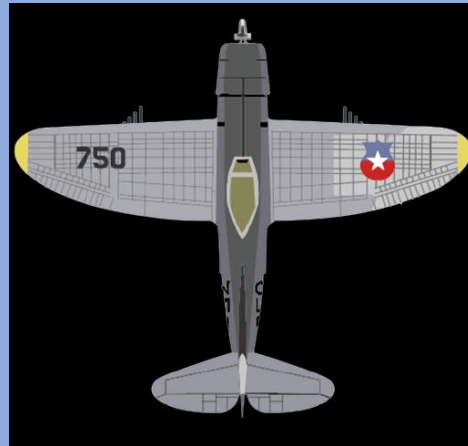
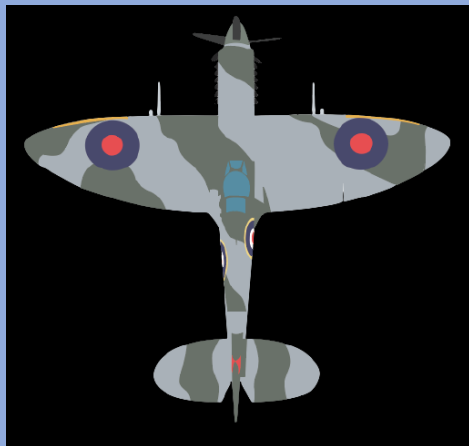
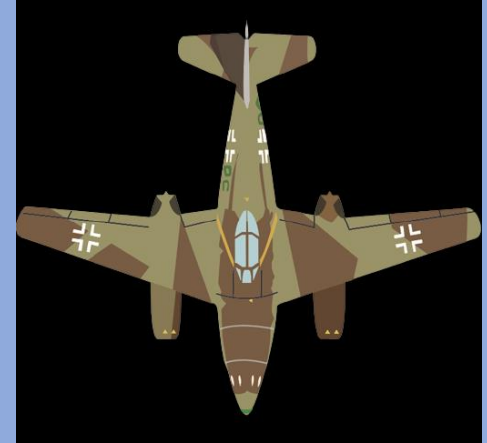
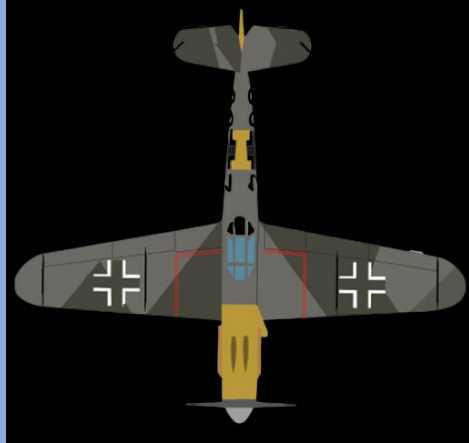
In-game scene



Ending scene

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# Game introduction



# Game introduction(UI)

<Example UI>



HP: When you touch an enemy or get hit by an enemy's bullet, your HP is reduced



Fuel: Essential elements to move an airplane. It continues to decrease and can be supplied through fuel items appearing in in-game.



Coin: You can get it every time you kill an enemy, which allows you to purchase better fighters in stores.



Score: Each time you kill an enemy, you get a point

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# Game play