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Pseudo code

Final project

4-24-2024

Importing pygame, simpleGE, space, and random

First we need to modify the space module.

Swap out the images of the space ship for the image of spaceman.png

Set size to 50 by 50

Set self.y to 10

Set self.x to randomrandit 0 and self.screenwidth

Move speed to 5

Set mass to 10

Set bound motion to bounce

Back in the finalreal file.

Create the target sprite

Upload picture

Set size to 75 by 75

Position it to 320, 400

Create the bullet sprite

Include the parent of the ship in this code

Self.parent gets parent

Set y to 10

Set x to random.randit( 0, screen width)

Set color of bullet to orange

Set size of bullet to 10 by 3

Define fire mechanism

if statement about visibility

self. Show()

self.position gets parent position, so same as the ship would have

self.moveAngle gets parent angle, so same as the ship would have

bullet speed is 15 pixels

Bound motion is set as hide off the screen

Create planet class

Set the moonplanet picture

Set the size to 110, 100. (The picture is a little rectangular)

Set mass to 100

Set the x to 320

Set the y to 240

Define gravitate

Parameters are self and body

Define distance

Define force

Define direction

The equation is mass 1 x mass 2 divided by distance squared

Create instruction class

Set background to space background jpg

If user hits the red x, the game quits

Line of directions gets simpleGE multilabel

\*type out directions for the game\*

Center the directions at 320,200

Have the size at 500, 250

Set the play button with simpleGE. Button()

Set text as PLAY

Center it at 100, 400

Set the quite button with simpleGE.Buttton()

Set text as QUITE

Center it at 540, 400

List out the new sprites created [ self.directions, self.quit, self.start]

Define the process

If self.start button is clicked

Response gets play

Self.stop()

If self.quit button is clicked

Response gets quite

Self.stop()

Create game class

Set background to space background

Self.ship gets space.ship (which is now the spaceman)

Self.bullet gets Bullet self and ship

Self.planet gets Planet self

Self.target gets target self

Self.sndTarget gets random.wav sound effect

Self.setcaption to string of directions to shoot

set the speed of the ship (spaceman) to 3 pixels.

Set y to 10

Set x to random.randit 0 to 450

Set ship angle to 0 (space man angle)

List out the sprites now [ self.ship, self.bullet, self.planet, selp.target]

Define the process and pass through self

Make gravitate effect on self.ship (spaceman)

Make a purple trace line follow it

Sound effect and collision

If target collides with bullet:

Self.sndTarget.play()

And game stops

Define the process and pass through self and event

Firing of the bullet

If event type equals keypressed:

If event key is space bar

Self.bullet .fire is activated

Def main:

Keep going gets true

Last score gets 0

While keep going

Instrustions gets Instructions

Instructions get start

If instrustions response equals play

game gets Game()

game.Start()

else

keep going gets false