The aim of this project is to create a game using python language. The game is called "Space War", where the fight between a ship and enemies. The game designed in light colours to make it more fun to play. Moreover, the game provides some sound effects during the use of it and a different sound when the game is over. In addition, the game use different type of images for instance, background, buttons and ships.

To start the game, users will have a list of options before they start playing it, the list as the following:

- Launch
- Settings
- Help
- Exit

Launch:

Once the user click on the launch button, the game start straight away and the fight between user's ships and the enemies is ready to play.

Settings:

In the settings option there are many different ships provided, the player can select which type of ship that they want to use, and the level they want to play from the following:

- Easy
- Normal
- Hard

Then they can click on the "Back" button and select the "Launch" option to start the game with the chosen ship and level.

Help:

In this option the game provides a quick help to guide the players in order how to use the controllers to play the game.

While the user playing the game it display the scores and number of lives, once they run out of the limit number of allowed lives in the game, the game over will be displayed, and the user will be allowed to replay the game, back to the main options or exit the game.