

MANARAT INTERNATIONAL UNIVERSITY

Department of Computer Science and Engineering

Course Title: Software Development

Course Code: CSE312

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Video link C.VAC

1 Introduction

The game is a standard invaders game. There is a weapon and that's hit the enemies that are at the top by shooting of weapon, the player has to hit the enemy and every time you hit an enemy your point increases and the enemy slowly come down if touches your weapon you will lose and the score will show you how many enemies you have shoot.

Everyone can play this game.

2 Constraints

The game is coded in python.

Programming Language

Python

Requirements

Pygame

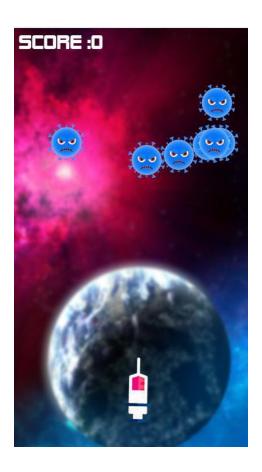
Python libraries

3 Features

- # Moving characters
- # Shooting
- # Killing enemy
- # Score

4 Game Mechanics

It consists of one armadas of weapon, facing in opposite directions. The virus starts back-to-back in the middle of the screen and move towards opposite ends of the screen. The object of the game is for each player to shoot the virus with their injection whilst avoiding virus shots and preventing an invasion. Players gets score when he destroying viruses.



4.1 Movement

The virus starts from the right-hand side of the screen moves horizontally from right to left and comes down. When it hits the right-hand side of the screen it drops down by one row and moves from right to left. When it hits the left-hand side of the screen it drops another

row and moves to the right again. And player can also move his weapon(injection) from left to right or right to left.



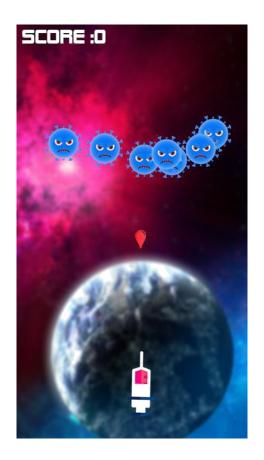




4.2 Shooting

The players' injection capable of firing shots. These are the rules governing shots:

- If player's shot hits a virus the virus destroyed and it will come again from start point.
- If player miss short virus comes closer and covered the half of the earth.



4.3 Game Over

The games end when the virus covered half of the earth. It will show game over and also score in the top left corner.

