# Py01 – Alien

## Introduction

This game is a classic Space Invaders-style game where you shoot aliens who try to drop bombs on you.



## Step 1: Play the game and take some notes

Play the game a couple of times. To do this, press the green Run button in PyCharm. Macintosh HD:Users:adriantaylor:Desktop:Screen Shot 2013-03-14 at 22.13.14.png

What kinds of objects can you see? Make a list of all the different objects you see in the game:

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For some of these kinds of objects, there might be several on the screen at once. For others, there’s always exactly one. Put a star next to the objects where there might be several of them.

## Step 2: Find the different classes of object in the code

Look through the code for lines which follow this pattern:

class ***something*(**pygame.sprite.Sprite)

Where “something” is, err, something that isn’t just ‘something’.

Each of those matches one of the objects you already wrote down. Write down the exact name of the class, given in the code, next to the list you already made.

Did you miss any in your list?

## Step 3: Make the aliens move more slowly

I can’t score above 11. The aliens are too good.

1. Make the aliens go a bit slower.

## Step 4: Make the explosions last twice as long

1. Make the explosions appear on the screen for twice as much time.