PROJECT REPORT

About:

My project includes a game which I named 'Space War'. I have made it using 1) pygame, 2) random, 3) math modules/libraries.

Instructions for Game:

- ➤ You have a 'Player' – 'Space Ship' in bottom part of screen.
- ➤ There are some (7) 'Enemies' – 'Aliens in UFOs' floating around.
- ➤ You can move your space ship left or right by pressing left and right arrow keys respectively.
- ➤ For increasing score, you have to fire 'Attacks' - 'Fireballs' using spacebar.
- ➤ When you press spacebar, a pair of fireballs gets released. If either or both fireballs hit an enemy then the enemy is teleported to other random position and our score increases by 1.
- ➤ If any enemy come close to our ship and collide with our ship then game gets 'Over'.

Preparations:

I have given every detail about code in comments in main.py program file. I downloaded the libraries I needed. I searched on Google about functions in pygame. I watched a tutorial video implementing game Tetris. Through it I came to know using while and for loops in game. But I wanted to create a new game which I like. Therefore, I created 'Space War' game.

So, Download it and Start playing and enjoying it.

I hope that you will like it.