# INTRODUCTION

In this assignment we will be creating a two player shooting game called mayhem. In the game you control a rocket, and your objective is to shoot down your opponent which is controlling the other rocket.

Some of the requirements for the assignment was to include two rocket ships, which can fly around, some obstacles, and common things like the rocket can crash, it has fuel and so on.

# TECHNICAL BACKGROUND

# IMPLEMENTATION

This programs was written in Python 3.4.3 and used the Pygame library. We also got provided a library for creating and handling vectors.