***OBAMA SHOOTING***

***Report:-***

* ***Game is built in python platform.***
* ***We have used Sprite class in pygame.***
* ***We have built 7 classes: - Road, Obama, Bush, Pervez, Ball, Bullets and Putin.***
* ***We have created their objects.***
* ***We have created four groups: - sprite\_list, bullet\_list, hit\_list and all\_sprite\_list.***
* ***Sprite\_list includes sprite of Obama, Bush, Pervez and Putin.***
* ***Bullet\_list includes the shoes to be hit.***
* ***All\_sprite\_list includes all the shoes and the characters i.e. Obama, Bush, Putin and Pervez.***
* ***Hit\_list includes the sprites of Bullet\_list which collides with the Sprite\_list.***
* ***We have used sprite\_collide() function to check whether the sprites collide with each other.***
* ***We have included different sounds for a miss of shoe and if the shoe hits, a thud sound is heard.***
* ***We have created functions like quit() to quit the game, crash() to whether the character collided with the boundary, game\_intro() to make the game opening scene and message\_display() to display the text on screen.***
* ***We have used the arrow keys for left to right movement and space bar to throw a shoe.***
* ***So the main target is to hit the people before they disappear.***
* ***Reference: - pygame sprite classes documentation and pygame commands.***