ABOUT
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Game Name: helicopter shoot
Game type: fighter shooting
Programing Language: Python
Programing Environment: Ubuntu 11.10

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FILE STRUCTURE
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final_project folder:
    Documents folder:
        README.pdf
        POST_MOTERM.pdf
        Game Design Document.pdf (Game Design Drawing and
            State Diagram are in this file)
    all code files
    sound folder:
        the sound files
    picture folder:
        picture files in the game
        entrance folder:
            the picture files of entrance screen
        lose folder:
            the picture files of lose screen
        win folder:
            the picture files of win screen

BEGIN FILE
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final_project/helicopter_shooting.py

INTRODUCTION
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It is the final project of summer intensive course Game Programming.

It is a game that player controls a helicopter to fight against the enemies.

In the game, player uses the mouse and keyboard to move the helicopter and shoot the enemies. Enemies include fighter plane, chariots, foot soldiers and so on. The enemies will shoot our helicopter too, thus, we should be careful to

control the mouse to avoid being attacked and at the same time, click the mouse to shoot and destroy the enemies. When an enemy explodes, a star may appear randomly. Player should move to hit the star for points.

HOW TO PLAY
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Movement of helicopter: Your mouse movement
Shooting: left click down
Collect the stars to get points
Hit the aid icon to recover your power