

**Project Name:** Alien Invasion repo

**Project Type:** side solo project

**Project Goals:**

Create Alien Invasion game with book Python Crash Course

Stage	Tools	Brief Description of Process	Challenge Resolution
<b>Plan / Acquire</b>	<ul style="list-style-type: none"><li>Visual Studio</li></ul>	<ul style="list-style-type: none"><li>Using code found in book <u>Python Crash Course</u> produce the Alien Invasion game from Ch 12 - 14</li><li></li></ul>	<ul style="list-style-type: none"><li>While the book contains the code I have found that is does not always run as written and some debugging/trouble shooting beyond basic typos is needed</li></ul>
<b>Create / Deliver</b>	<ul style="list-style-type: none"><li>Visual Studio</li><li>Pygame</li></ul>	<ul style="list-style-type: none"><li>Creating ship and background images</li><li>Get ship to move and stay within screen</li><li>Add firing, tracking, and limiting bullets</li><li>Add Alien image, expand to line of aliens, expand to fleet of aliens</li><li>Add movement of aliens across and down the screen</li><li>Shoot the Aliens = IN PROGRESS</li><li>Customize the game once completed</li><li>Plan to alter ship.bmp, colors, bullet logic, etc.</li></ul>	<ul style="list-style-type: none"><li>Biggest challenge so far is that .bmp are not loading with the code written. I tried using the full path for the files and solved this issue</li><li>This is first exposure to using Class in python</li></ul>