**README**

Group：KILLDDL

To play this game,we need the libraries pygame, sys, os. Besides,we have the following python codes to construct our game:

1. Mylibrary.py

reference to“More python programming for the absolute beginner” by Jonathan S.Harbouro. It consists of class Point(object) to represent a vector ,class MySprite(pygame.sprite.Sprite) used as a basic class for call of Weapon\_Bullet\_class.py. Also, there are some fundamental functions inside it.

2.Weapon\_Bullet\_class.py

also inspired by “More python programming for the absolute beginner” by Jonathan S.Harbouro. It consists of class Weapon(MySprtie) to set the attribute of weapon whether fro player or enemies; class BulletSP(MySprite), control the attributes of bullets .And some functions help to construct the menu are examined here.

3.animation.py

the super class of animation class is obj class which inherits the sprite class. Overwrite init function and update function, add some initial variables and use it to transform multiple types of pictures as animation which type we want.

4.Status.py

Status file defines the initial status of controllable role and uncontrollable role. And some same event exits in different roles in this class.

5.constant.py

This file contains the width and height of the game window which is set depends on the resolution of the screen

1. tools.py

Load\_pictures() and get\_image() refernce to //////////. load\_pictures() load all pictures to surface from a path and store them in a dictionary. Get\_image() can get part of the picture, remove the background colour and change the size of it. This file also have some function to culculate the number of next frame and calculate the distance of two point.

1. main.py

Consists of functions to draw menu, pause and game settlement interfaces, and it imports most of the python codes file that we wrote to construct this game, it’s the most importan file for this game, and we can run this file to start this game.

8. setBGM.py

Load music and provide method to play them.

9.role.py

The class of main role inheritance Sprite.

10. obj.py

Super class of background

11.monster.py

The class of monster inheritance Sprite.

Files Announcement

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\* /music ----Music files used by this game(.WAV and .opp format).

All music used by this document are purchased from apple imovie

Copyright allowed to be used

\* /pic ----Picture files used by this game( .PNG format).

All picture are purchased through the link through this link: <https://m.tb.cn/h.f8lOqes?sm=63375c>

All the pictures are modified by Photoshop.