My name is Sonam Choden, student of BBI B with student Number:03230281. I wrote a python code which created a 2 player game called as spaceship combat using pygame. In this game, players control spaceships represented by yellow and red characters on the screen. The game windows width and height are defined and can be changed, and a black border in the middle separates the two sides. Players can move their spaceships vertically: the yellow spaceship moves up with the 'W' key and down with the 'S' key, while the red spaceship moves up with the UP arrow key and down with the DOWN arrow key. Players can shoot bullets from their spaceships using specific keys: the yellow spaceship shoots bullets with the 'LCTRL' key i.e the left control key, and the red spaceship shoots bullets with the 'RCTRL' key i.e right control. Bullets are created in a manner where it can move across the screen so that they are able to hit there opponent . If a bullet hits an opponent's spaceship, the opponent loses a life point. Both players will start with 10 life points. The game continues until one players life runs out. At that point, the game declares the other player as the winner and displays a message on the screen, for example if left side wins then it will display yellow wins!. I installed pygame on my laptop through command prompt using the “pip install pygame” as I am on windows. And I used vs code to write my codes on. I downloaded some assets from Github to get the elements that ill require for the game.