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[Intelligent Game with Python]

[INTELLIGENT SYSTEM]

COURSE CODE: CSC 2301, SEC: 02

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Game Name: Space War

Game Description:

It's an arcade game. In this game there are lots of enemy spaceship trying come to the Earth. There is a fighter plane also. So, the player job is to kill the enemy spaceship with the fighter plane. Here also have the score board. In this game how many enemies were killed by the player, it will record.

How to play:

1. Fighter plane can move left to right and right to left by using arrow key.
2. Player can kill the enemies by using space bar.
3. When the enemies reach to fighter plane the game will over

Introduction:

This game is developed by Hasan Tanveer Mahmood. Matric no : 1725413 , Bachelor of Computer Science, Department Of information and Communication Technology.

This game is made by "Python Language". User can easily play this game by a simple instruction.

Important Notes: user must download pygame library in his python consoler. Otherwise it will show error to compile.

Codes review or how it works:

Setps:

1. Initialize the pygame library
2. Create a game screen and declare the size of screen
3. Create some functions for (Background image and music, caption, Fighter plane, Enemy Spaceship)
4. Then I use random function for randomly increase enemies and change movement of enemies
5. Define The Axis for the fighter plane (ex: x = 370 , Y= 500)
6. Then create Array for enemy
7. After that I use loop for increase and decrease the enemy
8. And it will increase or decrease randomly
9. Create function for bullet and initialize the axis.
10. Then create a score function and declare the text size
11. Then call some function for **Score, fighter, enemy, fire bullet** and **collision**.
12. For running the game, I use some loops and some nested loop.

13. Create function (**Score, fighter, enemy, fire bullet** and **collision**) value to make function workable.
14. Finally create a function which will update display.

Function :

```
fighter()  
enemy()  
showScore()  
pygame.display.update()  
game_over_text()  
fire_bullet()  
isCollision()
```

Codes : <https://github.com/TanveerMahmoodHasan/Python-Game.git>

