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Project2-pygame

The central purpose of this game is entertainment. Video games are ways to help pass time and bring joy. It helps with creativity and problem solving. Alien invasion is a space invaders style shooter. Its been created many times over the years in many different ways, Alien Invasion is just one of them.

Alien Invasion can be used as a template for other games to be created, more like a framework. Anyone can use it as open source and recreate or mod functions already provided and make it into their own. Or if it becomes popular enough it can be a hit and put out to the public for the mass to play and make some money

Alien invasion uses the library pygame library to make the game functional. It uses events to let the console know when a player has pressed down on a button to do some action or when something happens in the game like collision between to objects. It uses a draw function to help create the bullets, their speed, and size. You can press ‘q’ to quit the game, left and right to move and space to shoot. Created a settings class to help modify anything as ease. Opens its own window. The background color can be changed in settings. Pygame help give this game a lot of features.

[Pygame Front Page — pygame v2.0.1.dev1 documentation](https://www.pygame.org/docs/)