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BESE - 8A

NUST
FoCP
PROJECT ASSIGNMENT

Application Initialized

Pygame / Python initialized

Game Menu initialized

Game Credits Guide Quit

CREDITS → Credits window initialized

GUIDE → GUIDE window initialized

QUIT

Game Start

Credits displayed

BACK

GUIDE text displayed

BACK

Player / Enemy / animations initialized

RESUME

PLAYER_DEATH SCORE+=5 SCORE+10 PAUSE

SCORE+=5 → ENEMY JET SPEED INCREASED

SCORE+=10 → PLAYER hp increased jet upgraded

PAUSE screen

RESUME QUIT

QUIT

PLAYER DEATH

GAME OVER screen

Python / Pygame process terminated

QUIT

TRY AGAIN

TRY_AGAIN QUIT

APPLICATION CLOSE