Group Members-

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Abstract:

We as a team have decided to create a game named ,“ROBOT WAR”. The game’s story is as ,”Dr Bohra’s Robots have Captured the Lab of Dr.Vaseegran .Chitti is equipped with all powers and we have to help Chitti to defeat Dr Bohra’s Robot Army and get Dr.Vaseegran his Lab back.”(In Reference to movie ROBOT)

Introduction:

Robot War contains a start menu with 4 options. 1st is to start the game, 2nd is to get a hand on instructions, 3rd is to overlook controls of the game and 4th is to quit the game. When we start the game enemy robot will come towards Chitti and Chitti have to defend himself from the robot army or he can kill robots by firing bullets. There are also some bullets approaching Chitti and Chitti has to defend himself from these bullets otherwise Chitti's life would get reduced by 25%. If Chitti touches an enemy robot or obstacle it loses the game. If the health becomes 0 the game is over. There are 4 different locations in Robot War and if Chitti catches Dr bora, Chitti wins the game( Dr. Bora has an invisibility serum whose effect lasts long hence Chitti have to strive long enough to fourth location to catch Dr.Bora while his robot army makes it hard for Chitti ) .

Controls Of Game:

1)Right arrow key to move Chitti Rightwards one step.

2)Left arrow key to move Chitti Leftwards one step.

3)Space to Run.

4)’J’ key to Jump.

5)’B’ key for Bullet.

Rules of Game:

1)Chitti has to keep defeating Robots to reach closer to Dr. Bohra. If he is able to reach Dr.Bohra you win the game.

2)Dr. Bora will become visible till level four till that Chitti has to keep his health more than Zero so to get Dr. Vaseegran's lab back.

3)There will be a record of Highscore.

System Requirements:

>Language-Python.

>Editor-Vim.

>IDE-Pycharm

>Libraries-Pygame, Random, Math, Sys, Os. (Also mixer module from pygame for the inclusion of sound)

Future prospect:

We unitedly and cooperatively were successful in creating a decent game but there are some goals still to be achieved :

1)Removing few side-effects as we have code in imperative style.

2)We also aim to advance our code to an Object-oriented paradigm. (oops)

3)Some exceptions are to be handled so the programs carry out smoothly(reduce abrupt changes at some places).

4)Add some advanced power enemy and power of Chitti to make our game a great deal.

Contribution:

IMT2020083:Controls of the player(All key-based inputs and their code).

IMT2020080:Sound and Score, Health, Level display.PNG images, and their size aspects.

IMT2020103: Starting Screen (Main menu), Texts in Game

IMT2020105: Enemys and Obstacles and their Collision.

IMT2020106: Chitti motion, Game display, Level change.

Git Link:

<https://github.com/mukul1357/Python-project/blob/main/README.md>

References:

<https://www.w3schools.com/python/module_random.asp>

<https://www.pygame.org/docs/>

<https://www.youtube.com/watch?v=W2V9ejxSCKM>

<https://www.youtube.com/watch?v=4_9twnEduFA>

<https://www.youtube.com/watch?v=GQdzADyDlaU&list=PLzTN-iGQlzpWgH6ccQwoGYmIHtOTR8Wb8&index=8>

<https://www.pygame.org/docs/ref/music.html>

geeks for geeks for doubts while coding.

Images of ROBOT WARS ->









