This project has some functions that **DO NOT** work on some of OSs.

Here are some basic tips on playing the game:

*#LOCATION

Replace the location of the file in the Python Project by the location of the files inside your computer.

Objective -

You need to defeat the mighty villian Varth Dader till level 10 so as to win. Each time you hit the enemy, the difficulty level increases.

Controls -

Left Click : This helps you to AIM.

Up Arrow : This makes your Rocket fire a powerful missile at the AIM.

Left Arrow : This moves your rocket to the left. (YOU CANNOT MOVE WHILE FIRING A MISSILE)

Right Arrow : This moves your rocket to the right. (YOU CANNOT MOVE WHILE FIRING A MISSILE)

Score -

Each time you complete a Level, you get Score according to the Level completed as per the formula -> Score gained = (Level-1) * 50+25.

Each time you successfully hit the enemy with a missile, you get +5 Score.

Each time you miss a hit by any means, you get –5 Score.

Enemy -

Your enemy grows stronger and stronger as you hit him.

The enemy has a variable chance to dodge a hit, going from 10% Chance all the way to 66.66...% Chance.

Your enemy has a 66.66...% chance to hit dealing variable amount of damage as you progress. More progress -> More damage.
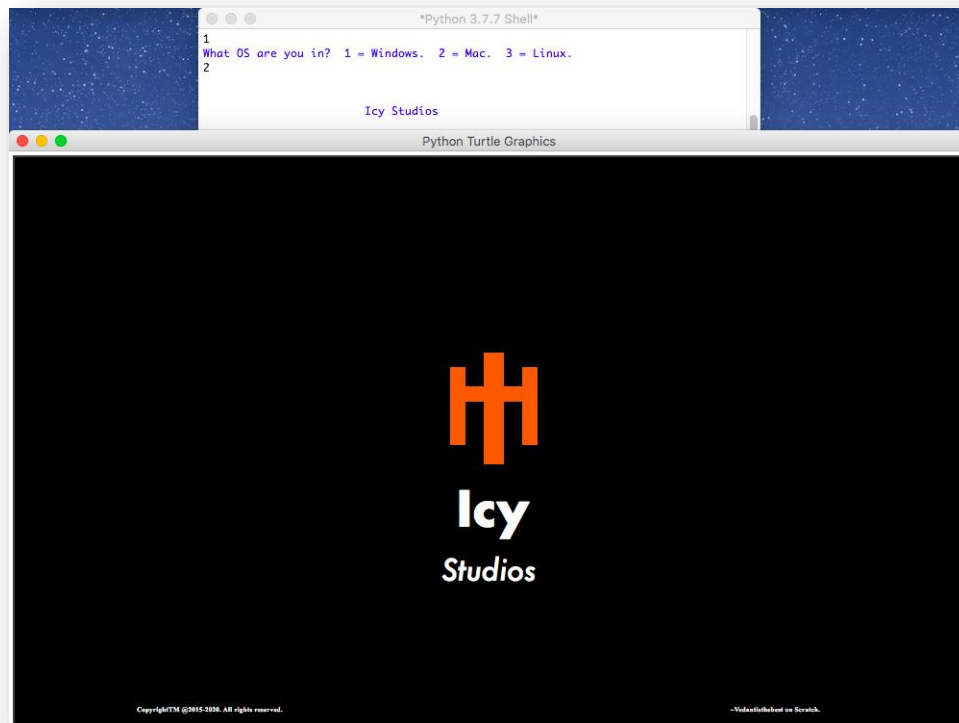
Rocket -

Missile fired has a variable damage ranging from 50 to 100.

Your Rocket has 200 Hit points.

HIT RIGHT BELOW THE MOUTH OF ENEMY.

IT IS RECOMMENDED TO PLAY THE GAME IN THIS MANNER :

Thank you for playing the game. We hope that you enjoy your time playing the game.

~Icy Studios

Scratch : Vedantisthebest

Discord : Ice-Ninja#6699

E-Mail : vedantdinkar3@gmail.com