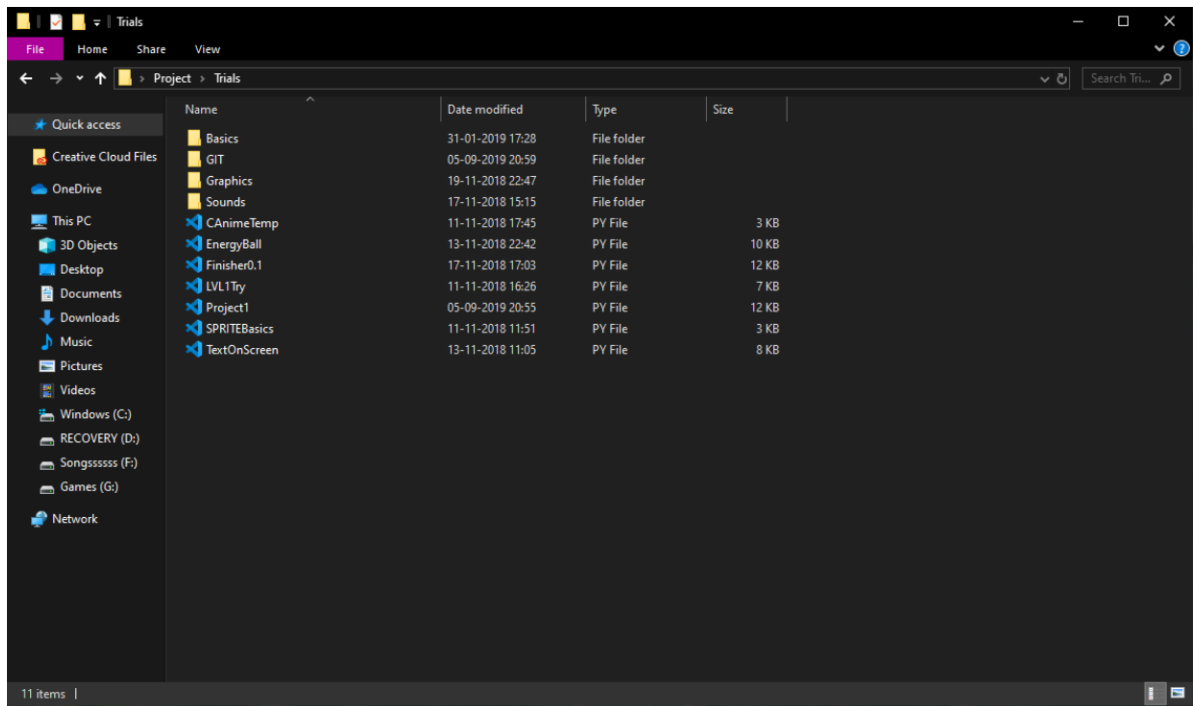


Unknown World

1. To run the game you will have to extract all the given files in one directory like shown below.



Now the code is self explanatory and I've put comments wherever it was necessary.

2. Only thing that I think is worth explaining is the "FPS" variable.

```
6
7  WIDTH = 1024
8  HEIGHT = 600
9  FPS = 60 #Times/sec screen is updated
10
```

This thing particularly increases the number of times the screen is refreshed per second, or in simple terms the speed of the game.

3. Next thing worth mentioning is this part,

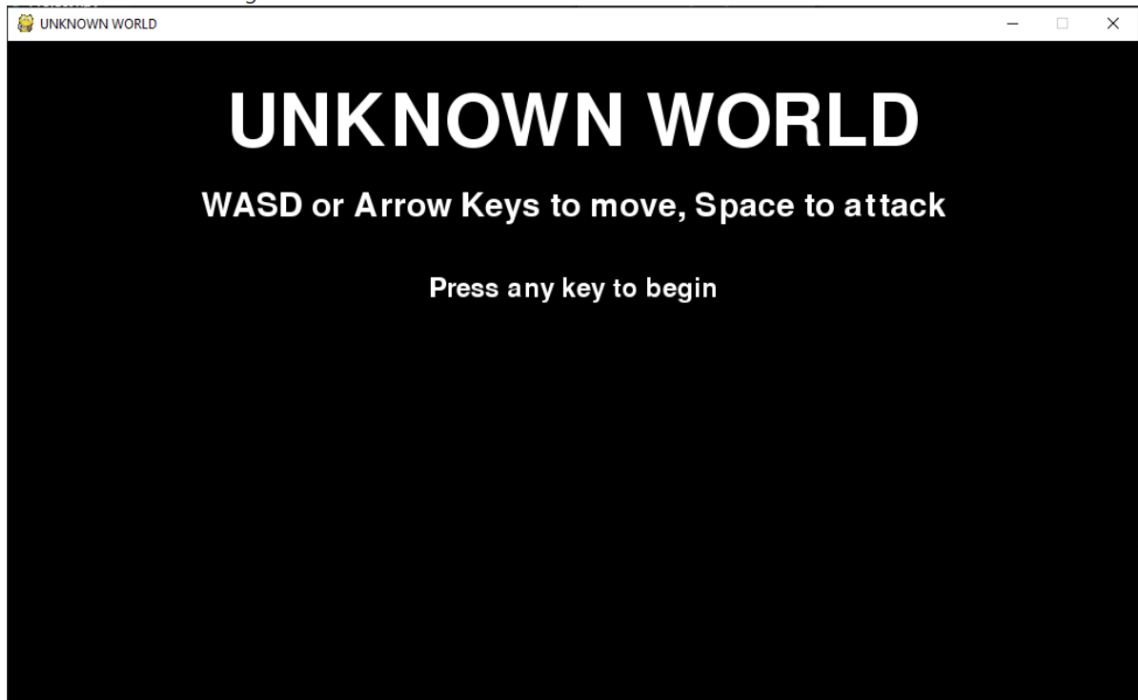
```
75
76 # SET UP ASSETS
77 game_folder = os.path.dirname(__file__)
78 i_folder = os.path.join(game_folder, "Graphics")
79 imagep_folder = os.path.join(i_folder, "Player") #To access the folder with images
80 imagee_folder = os.path.join(i_folder, "Enemy")
81 imageg_folder = os.path.join(i_folder, "LEVELS")
82 imagea_folder = os.path.join(i_folder, "Attacks")
83 snd_dir = os.path.join(game_folder, "Sounds")
84
```

Though I've tried to keep it as simple as possible, in a nutshell these particular set of lines is used to get the **location of various** files that are required to load before the game starts.

This is the particular reason for extracting the files in the same folder and not in different ones.

SCREENSHOTS FROM THE GAME

1. This is the **menu** of the game:



2. This is an **In-Game** shot:

(i) The blue bar is the shield.

(ii) The green bar is the health.

