

# CPSC 386: Introduction to Game Design - Fall 2022













Project One, Space Invaders, due Sunday, 2 Oct 2022 (by 2359)

## Your names (up to two members if submitting as a team)

Kim Eaton, Vanessa Ragan

github repo: [https://github.com/XCaliCatX/space\\_invaders\\_multipl3\\_alien](https://github.com/XCaliCatX/space_invaders_multipl3_alien)

Verify each of the following items and place a checkmark in the correct column. Each item incorrectly marked will incur a 5% penalty on the grade for this assignment. There is a 10% per day late penalty -- projects submitted after 72 hours will receive no credit.

Completed	Not Completed	SPACE INVADERS
	<input type="checkbox"/>	The game has a startup screen that shows the name of the game, the values and images of the aliens, and has a Play Game and High Scores menu.
	<input type="checkbox"/>	The high scores are stored on disk, and are displayed when the menu is selected.
	<input type="checkbox"/>	Aside from the UFO, the game has 3 types of aliens, created using a pixel editor.
	<input type="checkbox"/>	A UFO alien moves across the screen at random, infrequent intervals. It was created using a pixel editor, and it shows its value when it is destroyed.
	<input type="checkbox"/>	The ship was created using a pixel editor. It also has an animated (8-12 pixel frame) for destruction.
	<input type="checkbox"/>	The aliens have simple, two-frame animations for movement. They also have a simple (3-4 frame) animation for destruction.
	<input type="checkbox"/>	The aliens can shoot lasers back at the ship at infrequent, random intervals. Alien lasers can destroy the bunkers, and can collide with ship lasers.
	<input type="checkbox"/>	Bunkers allow the ship to hide from the aliens' lasers, but they are damaged by aliens' or ship's lasers. Use the Python Imaging Library for pixel manipulation.
	<input type="checkbox"/>	Ominous background music becomes faster as the number of aliens decrease.
	<input type="checkbox"/>	Pycharm IDE shows green checkmarks for <u>every</u> Python source file.
	<input type="checkbox"/>	Project directory pushed to new GitHub repository listed above
	<input type="checkbox"/>	Project directory has been pushed using a GitHub client, not by manually dragging-and-dropping files onto the GitHub web page.

## Comments on your submission

High score exists and is saved to drive, but displays on front page and in game, no high score "menu"