



Final Project

-Bubble Shooting

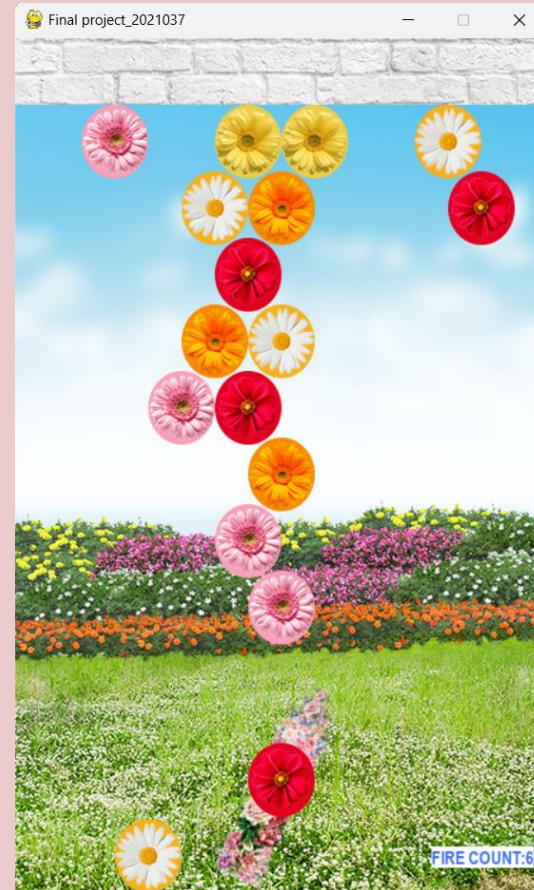
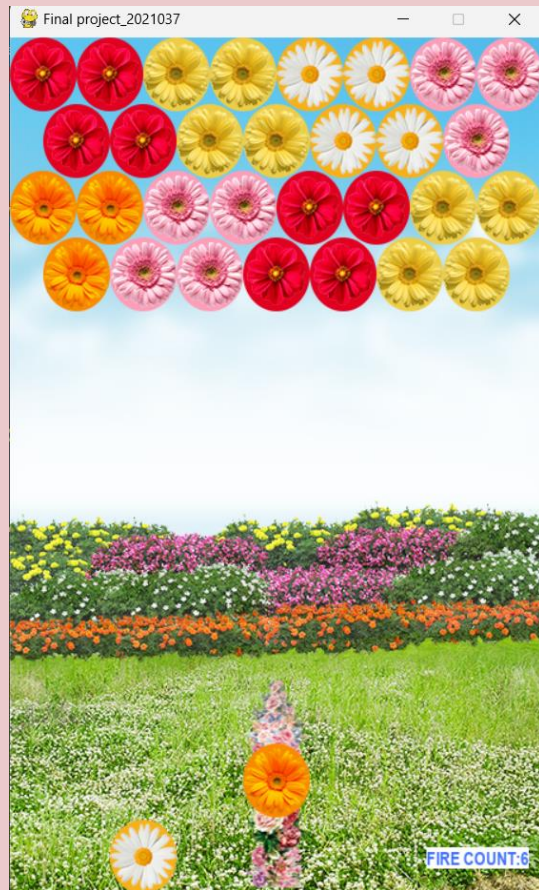
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Bubble Shooting game



I made a bubble shooter with pygame. It seemed like I could use the codes I had learned so far, and it looked like something fun.

Process



Three types of games are randomly executed. From the 4th shot, the flowers start to shake, and after the 5th shot, the flowers shake more violently. If you shoot 6 times, a wall will come down from the sky. At the bottom right, it shows how many times it is before the wall comes down.

Shoot the bubbles and when there are 3 or more bubbles of the same color, the bubbles disappear. When all the bubbles are cleared, the phrase 'mission complete' appears, and when the bubble touches the pointer or the number of lines in the bubble reaches 11, the phrase 'game over' appears.

Images



Background



Wall



Pointer



Flower bubbles

I created all images used in the game with Photoshop, and I made flower bubbles and flower pointers with a garden theme.

Code

