

Game: Destiny in the pacific

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About the program

OOP

Bullet

Player

Enemy

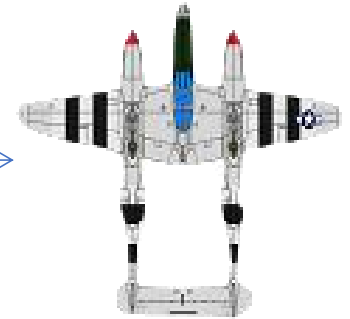
Class Button

Button
+image(reguler) +image(highLight) +positon +state: bool
+__init__(self,up,down,position): +pos(): boolean +render(): void

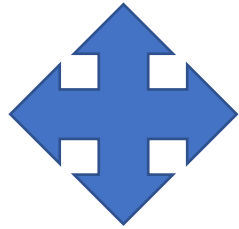
Class Player

Player
<ul style="list-style-type: none">+image(reguler)+boundraySize+position+state: bool
<ul style="list-style-type: none">+__init__(self, plane_img, player_rect,player_position):+moveUp(): void+moveDown(): void+moveLeft(): void+moveRight(): void+shoot(bullet_img): void

Plane Image



Control player



Manipulation

Example 1: `if key_pressed[pygame.K_w] or key_pressed[pygame.K_UP]:
 player.moveUp()`

Which means we created a function and we press the button to control the position of plane from our keyboard.

Example 2: `if key_pressed[pygame.K_SPACE]:
 player.shoot(bullet_image)`

We add an extra movement of bullet when the plane is moving, so it becomes more realistic

Control player

```
key_pressed = pygame.key.get_pressed()
if key_pressed[pygame.K_w] or key_pressed[pygame.K_UP]:
    player.moveUp()
if key_pressed[pygame.K_s] or key_pressed[pygame.K_DOWN]:
    player.moveDown()
if key_pressed[pygame.K_a] or key_pressed[pygame.K_LEFT]:
    player.moveLeft()
if key_pressed[pygame.K_d] or key_pressed[pygame.K_RIGHT]:
    player.moveRight()
if key_pressed[pygame.K_SPACE]:
    # set a delay in shooting
    if shootDelay % 495 == 0:
        player.shoot(bullet_image)
    shootDelay += 5
    if shootDelay >= 75:
        shootDelay = 0
```

Class Enemy

Enemy
+image +shotImage +position +bundraySize
+__init__(self, enemy_img, enemyShot_img, enemy_position): +enemyMove(): void

Enemy

image

position

shot_img

Enemy move function

```
def enemyMove(self):  
    self.rect.top += self.move
```

Class Bullet

Bullet
+image +positon +bundraySize
+__init__(bullet_image, bullet_position): +bulletMove(): void

image

position

Bullet move function

```
def bulletMove(self):  
    self.rect.top -= self.move
```


Background Music

We put the BGM and types of sound effects into the program which provide a better experiencing.

```
#code  
#back ground music  
pygame.mixer.music.load('music/bgm2.mp3')  
pygame.mixer.music.play(-1)
```