REPORT

INTRODUCTION -:

This is a game about an space adventure .The earth is about to destroy because of explosion. Some of the aestronauts are finding safe planet to survive their people. Gamer is suppose to help them in moving their space ship. Name of the game is taken from one of the successful mission of ISRO.

DESIGN-:

An spaceship is moving in space in search of new planet. Some obstacles are coming in its way .Gamer has to move spaceship to save it from collision. Obstacles coming in its way are comets etc. They are moving in random manner and random way. Some planet and stars are also blinking in background . Background color is black.

RULES-:

Spaceship will move left , right, up, down with their respective arrow keys. If spaceship comes in contact with comet, solarflare, asteroid, alien spaceship or makes direct collision with these obstacles it will be destroyed. Score is counted on the basis of survival time.”The more you survive the more you get”. If spaceship is in leftmost of the screen and gamer wants to move it to left then left key will not work and same happens with rightmost side of screen.

SUMMARY-:

We have used python for coding of these ideas. We have include background sound in attractive manner .There is a attractive interface about game before game starting. We learned a lot about python coding and game development from this project.

REFERENCS-:

For making game , its idea and coding approach we found following references useful-

1. PYGAME (as a module of python and for coding)

2. NEWBOTON VEDIO TUTORIAL ON YOU TUBE

3. PYTHON TUTORIAL OF BUCKY (for learning pyhton)

4. SOME VEDIO GAMES(for main idea of the game)

5. CLASS NOTEBOOK