User Manual for Final Project: Airplanes & Missiles!

**Overview & Goal of the game**

This game is called Airplanes & Missiles! Your goal is to control a futuristic airplane and shoot down as many missiles as you can before you run out of lives. The longer the game goes on, the faster the missiles will come, so watch out!

After you destroy a certain number of missiles, you will gain an extra life. At 25, 50, and 100 missiles destroyed, you will gain an extra life. This continues at 125, 150, 200, etc.

**Controls**

When starting the game, you can see the controls on the screen for a few moments. You can control the plane by using WASD or Arrow keys on your keyboard. For those of you who aren't familiar with WASD controls:

***W = up A = left S = down D = right.***

I have also included the option to control the plane with arrow keys *(which control the plane in the direction you think they do)* as well if people aren't comfortable with WASD controls.

Furthermore, you can either press the *spacebar* or *left click with your mouse* to fire the laser from your plane.

**Dependencies**

You should already have Python installed on your computer at this point, but if you don’t go to the URL linked below and install it. This game requires files that are needed to run python without another IDE, so this will not work without it! Furthermore, this is a Tkinter based program which also has the requirement of installing python to your computer.

You can download Python here: <https://www.python.org/downloads/>

*(This also comes with Tkinter as well)*

**Running the game**

Once you download the latest release of Python to your computer, just double click the .py file located in the latest full release to run the game and enjoy!

**Thank you!**

Thank you very much for downloading my game and I hope you have fun!

*Ben Green*