**Boxhead PyGame Summative**

Written Report

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The programming process has not being going as smoothly as the team had expected. The final game is almost done while some interesting and breath-taking features are still being added. The basic purpose of the game is not only to make the user enjoy the game but also to build intensity in the levels so the player can face challenges which will gradually result in the player being addicted. There were several glitches and bugs that were constantly affecting the final outcome of our Boxhead PyGame Summative. As it was our first time designing a shooting game that is comprised of zombies and killing characters, it was a tight job for the team. Although, keeping these hurdles in mind, the team put in their best effort to produce the best game that we had the capability of. We had some serious problems with the walls. The character chosen, kept on passing the walls created and it was messing the whole game. Fixing that specific bug was a huge achievement for us. It took us several hours to figure out the bug as the whole code was hard coded and it was hard to fix the problem. The team had been facing a problem with the pistol shooting as well. Firing bullets was the major part of the game and without that error being fixed; our game would have been completely worthless. Much effort was put in in order to program for the firing. Another major issue was the health percentage. Our game is designed to make the user use his pistol gun to shoot zombies and to remain alive in all the levels. The levels become harder which eventually results in the user’s health being decreased. The health percentage should be displayed in the game frame to inform the player about his health level. When a zombie approaches the player, his health decreases. Our team never did the gradual health decrease before, so, it was a hard task! The player has to die once its health reaches zero. The bug made the character remain alive even when the health was finished. Fixing this error was quite difficult for the team but as this was a major component of the game, much effort was put in to solve the problem.