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1. Brief description of project
2. Modules contain
3. Pygame
4. Random
5. Time
6. Brief description about the project

This project is a shooting game, what user can do in this game is …

1. Control the spaceship with

* Up (Key\_up)
* Down (Key\_down)
* Right (Key\_right)
* Left (Key\_left)
* Shoot (Key\_space)

1. Different function

* Start game (Key\_space)
* Pause (Key\_p)
* Restart (Key\_r)

1. Shoot the enemy down, there is a “kill count” on the top left of the screen which user can see how many enemies they’ve killed.
2. If the enemy and space ship collides, the game will be over
3. Brief introduction of each file included
4. PNG file
5. Blueship.png (a graph for the spaceship)
6. Enemy.png (a graph for the enemy)
7. WAV file
8. Shooting.wav (a shooting sound for shooting the bullets)
9. Exploding.wav (a explosion sound when bullet and enemy collide)
10. Game\_over.wav (a game over sound when the space ship and enemy collide)
11. .py file
12. A project.py file that contains all the code in it, this file allows the user to simply run the file and initiate the game.
13. Readme.txt
14. Includes the description of the code