

Define Objectives:

Liam's main objectives

- Coding the game mechanics and the physics, the velocity of the avatar moving side to side or the bullets fired
- Game logic such as the scoring, points, level progression or how the game will end
- Writing efficient code that is easy to understand and fix

Fardhin's main objectives

- Designing characters and the background for the game
- Designing sound effects
- Debugging any errors that are found within the code

The main objective for the game is to have a galaga style game that is smooth, has interaction with the shooting and has easy code to read and understand.

Technologies and tools:

- The main technology we will be using for this game is called pygame
- Python is the base programming language
- Pygame is meant to handle graphics, events, loops, etc

Libraries

- We will also be using additional libraries for our coding
- Pygame mixer
- Random
- Numpy
- Pygame GUI

The developmental tools:

- VS code
- Github