**THE ‘ALT-F4’ – A SPACE GAME**

**Week 1**

1. Defining the Concept: We decided to create a space themed arcade game where the player fights enemies and progresses through increasingly challenging levels.
2. Task Allocation: During the first week, we all focused on brainstorming how to approach the project. We watched tutorial videos and read documentation to better understand the implementation process.
3. Tools and Technology Selection: Chose Python with turtle for graphics and pygame for sound effects as our primary tools.

**Week 2**.

1. Movement and Collision Systems: Worked on enabling player movement and detecting collisions with enemies.
2. Sound Effects Integration: Added sound effects like lasers, explosions, and other actions using the pygame library.
3. Overall, this week was the most challenging for us. We encountered issues related to player movement and collisions that we had implemented in Week 2. For instance, the speed of the enemies increased along with the level, but we had to put in significant effort to adjust it to the desired level.

**Week 3**

1. Level System: Developed a structure where the difficulty increases based on the player’s score.
2. Testing: We tested our game on both macOS and Windows and resolved compatibility issues.
3. Additionally, this week we took our game to the next level by adding a menu.

**Week 4**

1. Visual and Sound Refinements: In the final week, we made several changes to our design. We updated the background image of the game screen and added a score and health table to the main screen. Balanced sound volumes for a better experience. We reduced the volume of the main music to provide a more stable gaming experience.
2. Game Completion and Playability: Finalized "Game Over" and "Level Up" screens, and added alert messages for improved user experience and because it was quite challenging for us, we decided to name our game "Alt-F4."

**We didn't face much difficulty with the design as the shapes were clear in our minds. When we leveled up, we changed the color of our previous enemies to gray. We are presenting our project along with some images from the process.**

**1-**

ay, karanlık, siyah, ay ışığı içeren bir resim

Açıklama otomatik olarak oluşturuldu

**2-**

ay, ekran görüntüsü, siyah, astronomi içeren bir resim

Açıklama otomatik olarak oluşturuldu

**3-**

ekran görüntüsü, bilgisayar, astronomi içeren bir resim

Açıklama otomatik olarak oluşturuldu

**4-**

ekran görüntüsü, renklilik içeren bir resim

Açıklama otomatik olarak oluşturuldu

**5-**

Astronomi nesnesi, karanlık, ekran görüntüsü, göksel olay içeren bir resim

Açıklama otomatik olarak oluşturuldu

**6-**

ekran görüntüsü, uzay, boşluk, mekan, evren, kainat, renklilik içeren bir resim

Açıklama otomatik olarak oluşturuldu

**7-**

metin, ekran görüntüsü, yazılım, multimedya yazılımı içeren bir resim

Açıklama otomatik olarak oluşturuldu

**Authors:**

* + **Furkan Turan (230611051)**
  + **Taha Mert Yıldız (230611042)**
  + **Burak Can Şen (230611059)**