Documentation:

I created this game called space shooter. In this game you have to shoot the enemy UFOs and as you shoot the first layer of UFOs you will be upgraded to the next level and as the levels are increased, the game becomes faster so it becomes hard to play. And if you miss to shoot any enemy UFO as it escapes from screen then you will lose one live as there are total 6 lives.

For Bonus:

I added music and sound effects to the game. Also I pushed it to GitHub.

Code (methods) Functionality:

There are total 4 classes.

Ship, Enemyship, playership and Bullets

In ship class,which is composed of bullet class (composition) the functions get width() and get height() returns the height and width of the instance. And the draw method draws the ship and the bullets. In the bulletsmovement () method , bullet list is iterated and each bullet is moved . And the in general the movement of the bullet is calculated in this method and also the condition if the bullet is collided with the object or not. if yes then decrese the health of the player(when inherited to playership), and remove the bullet object from the list. And the shoot method creates the bullet object and appends in the bullet list. And set the slow down counter to 1. the SLow down counter() method stops the bullets from spamming.

The class playership is inherited from the ship and has every function of the ship also it has a healthbar () method which draws the healthbar. And the shoot, draw nd bullet methods from the ship.

The class enemy I also inherited from ship class.

The bullet class has draw() method that draws the bullet and move() that moves the bullets and collison () and collide () that checks whether the bullet has strike the obj or not.