

# PyInvaders2

This game was created for a workshop in school. The content of the workshop was creating texture, sound, and levelfiles for this game.

## Texture files:

All textures are in the folder textures.

### **spaceship.png**

The spaceship defends the earth against the invaders.



**Size:**  
**(64,64)**

### **invader.png**

The evil invaders try to occupy our earth.



**Size:**  
**(32,32)**

### **missile.png**

A powerful weapon of the spaceship and the invaders



**Size:**  
**(32,32)**

### **explosion.png**

A invader explodes after one hit, the spaceship after 6 hits



**Size:**  
**(64,64)**

### **lifebar.png**

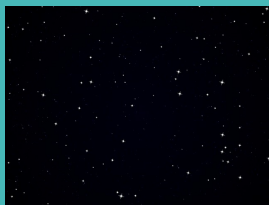
A gui element, showing how much life points you have left.



**Size:**  
**(32,32)**

### **background.png**

The sky with stars



**Size:**  
**(640,480)**

### **gameover.png**

If you see that image, you've lost!



**Size:**  
**(640,480)**

**menu\_background.png**

The background of the main menu



**Size:**  
**(640,480)**

**Game\_Font.ttf**

A .ttf file with the font for the game

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There are 2 different types of textures:

**Single images**

Images are located directly in the textures folder. The image name is the same as in the table above.

**Example:**

`textures/background.png`  
`textures/spaceship.png`

**imagesequences**

An imagesequence contains multiple images handled as an animation. Imagesequence are in subdirs with the image name.

**Example:**

`textures/missile/missile000.png`  
`textures/missile/missile001.png`

**NOTE:**

- All textures are .png files
- The image-size doesn't matter, the size used in the game is given in the table above
- Every texture could be a single image or an imagesequence. For example to animate the background change `textures/background.png` to  
`textures/background/background000.png`  
`textures/background/background001.png`  
`textures/background/background###.png`

## Sound files:

All sound files are in the folder sound

**soundtrack.ogg:**

a repetitious soundtrack in the background

**klick.ogg:**

simple sound, played when acting in the menus

**shot.ogg:**

played when fire a missile

**explosion.ogg:**

The sound of an explosion

# Level files:

All textures are in the folder levels.

A level file is a .txt file consisting of up to 5 lines with a length of 19 chars.

In a level file, a **#** stands for an invader and a **0** for a empty space.

This is for example level number 3.

```
0 0 # 0 0 0 # # # # # # # 0 0 0 # 0 0
0 # 0 0 0 # 0 0 0 0 0 0 0 # 0 0 0 # 0
0 0 # 0 0 0 # # # # # # # 0 0 0 # 0 0
```

In the game it looks like this:

