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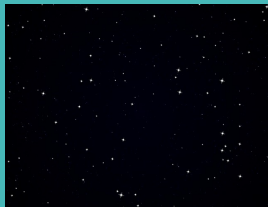A invader explodes after one hit, the spaceship after 6 hits

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
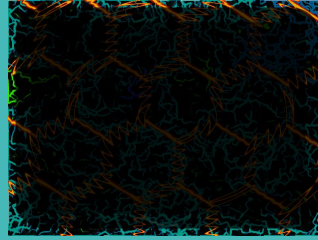

Size: (640,480)

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: