**Documentation**

**Project Developers**

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**Project Purpose**

The main aim of the project is to redevelop the 8-bit game, Dangerous Dave. The mission is to guide Dave through ten levels(this version only 2 levels ), collecting trophies in the hideout of his enemy, Clyde.  Through the levels he travels he faces a lot of enemies, monsters and purple grasses which can take each of the lives. The more the gems collected more the points collected by the Dave. At every level, the lives gets recharged. He also gets guns on his way to kill the monsters. Also, at every level he has to collect the trophy and pass through the door in order to finish the level.

**Project Components**

**Library**

The Project uses Minim library to import and play songs in the software.

**Images**

We used exact same images from the old game to give the old 80s 8-bit game feel.

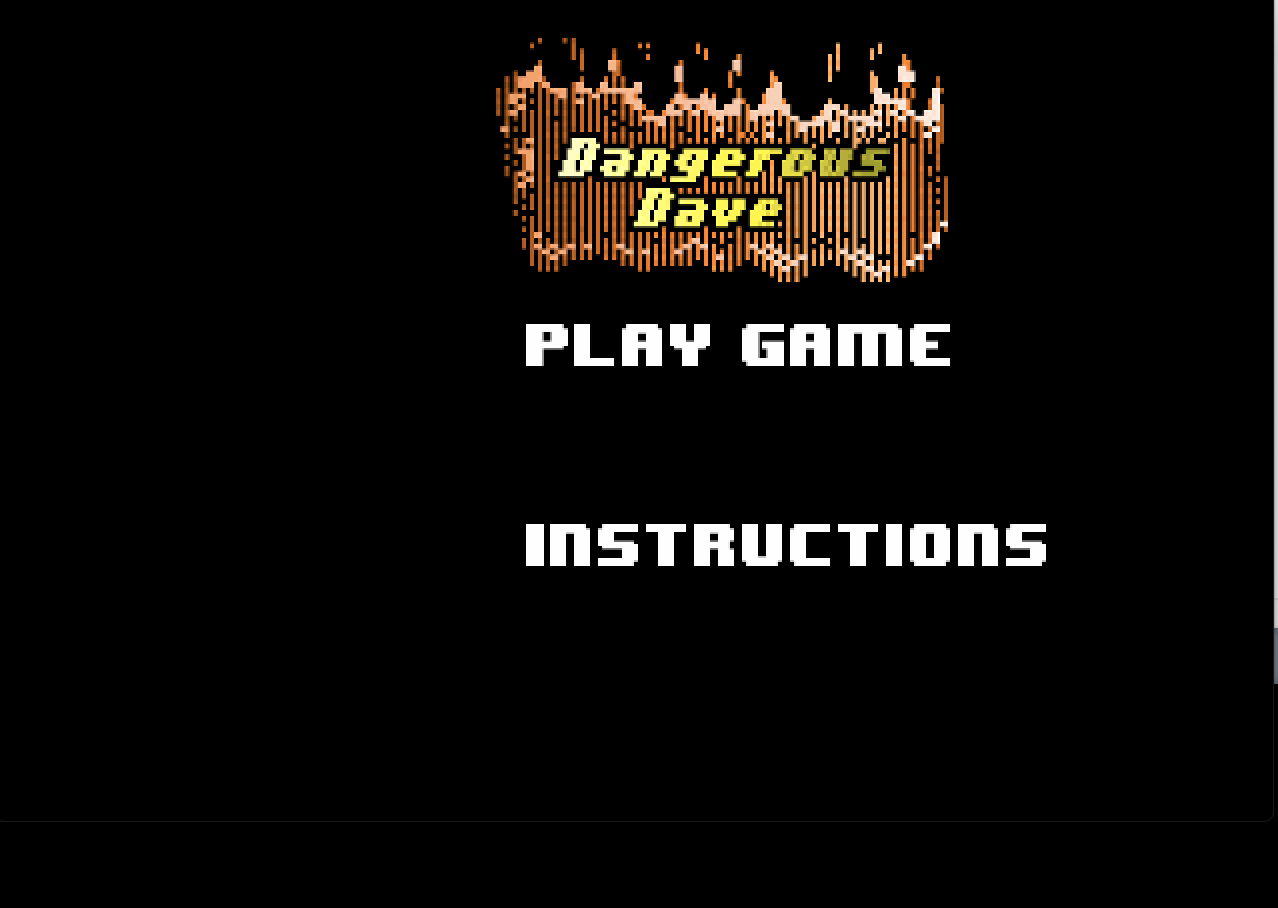
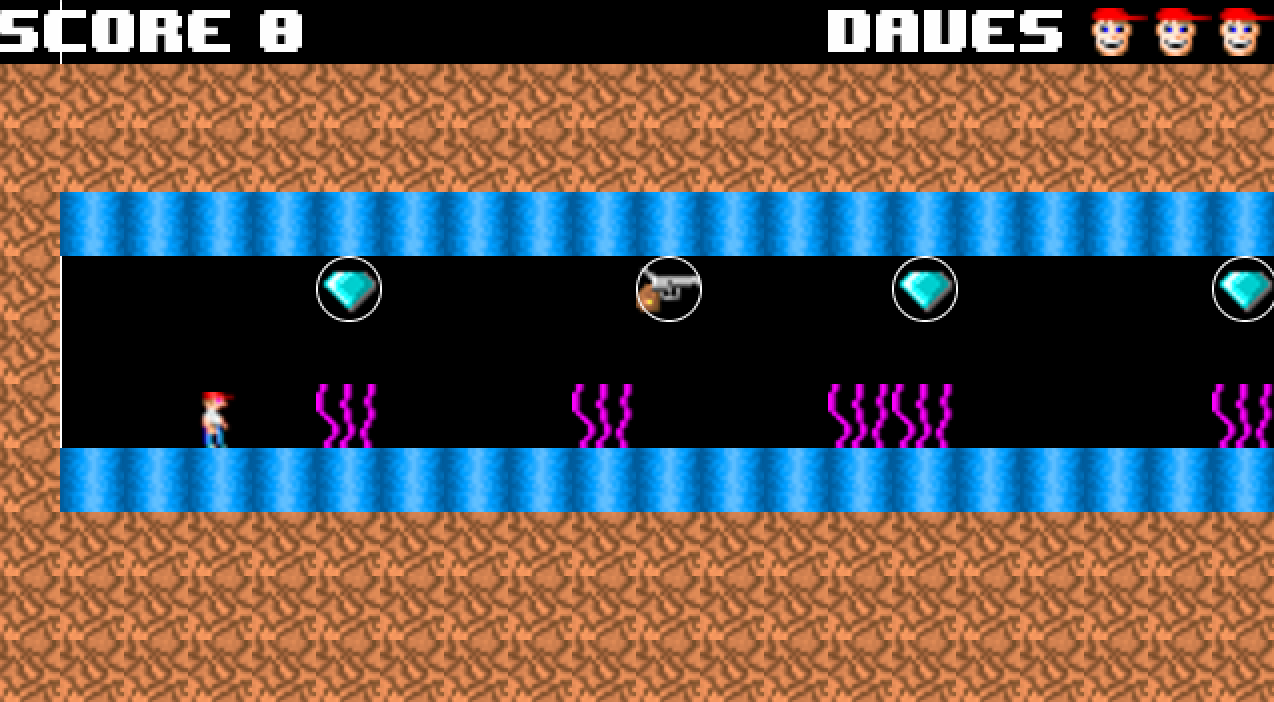
**Features and Programming Language**

The program extensively uses Object Oriented Programming such as classes and inheritance to make our game working perfectly. The game was coded in Python and can be run using Processing.org.

**How to RUN THE GAME**

* Search for the latest software of processing from processing.org. and download it.
* Open the game and hit play
* Enjoy the game!

**Stills:**

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