

OOP Project

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Course: Computer Engineering (COE)

Project Introduction

For this project, we programmed a top-down game titled “Alien Shooter” while instilling OOP concepts that we have learnt into the program.

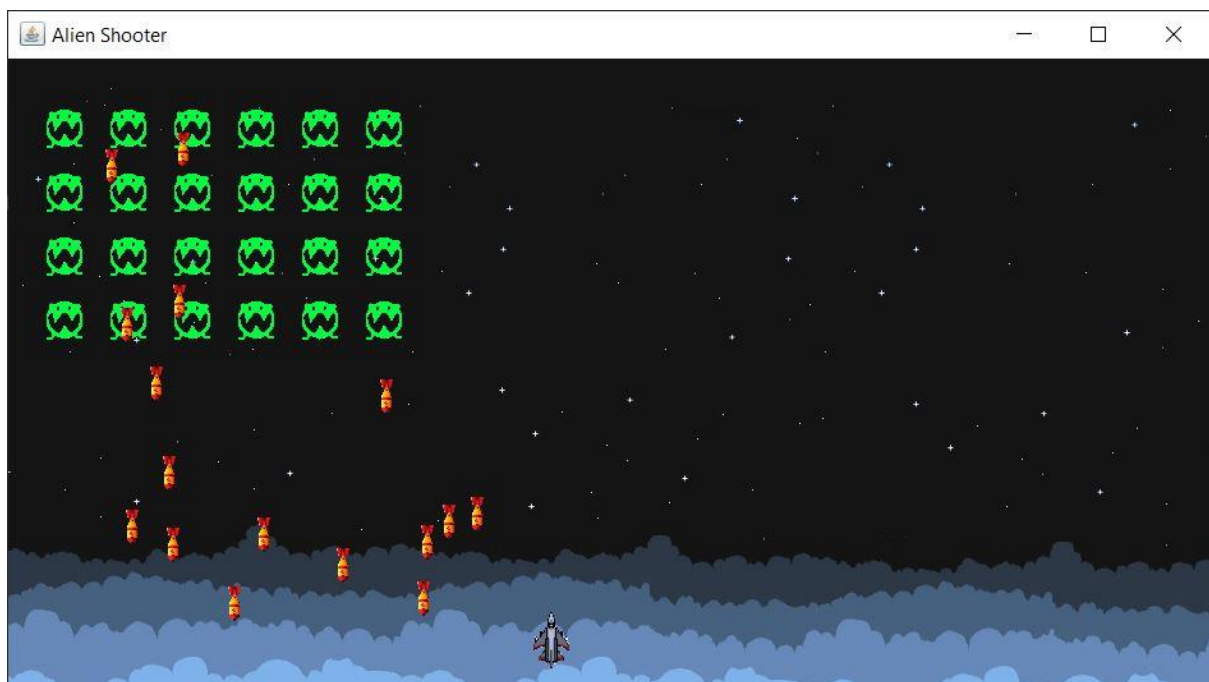
The game Alien Shooter is a shooter game where the player controls the character by moving it horizontally across the bottom of the screen and firing at the aliens above it. The aim is to defeat all the aliens that move horizontally back and forth across the screen as they slowly move towards the bottom of the screen.

The player defeats the aliens by shooting at them with the laser cannon. The aliens attempt to destroy the player's character by firing shots at it while they approach the bottom of the screen.

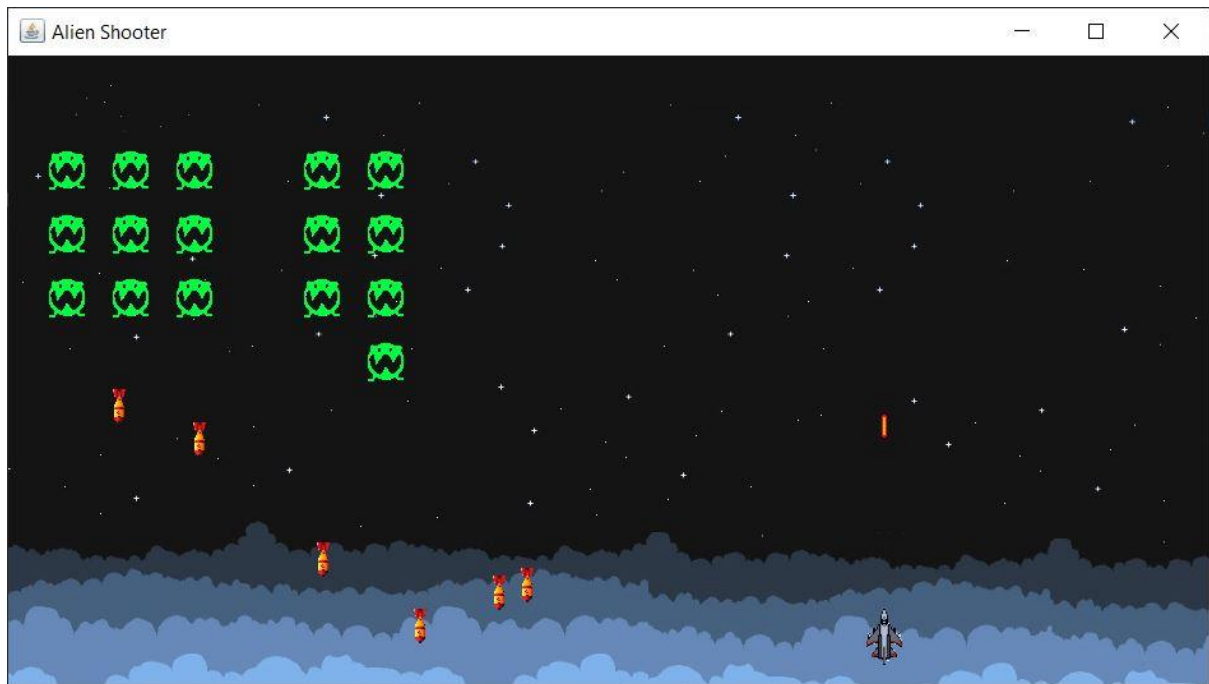
If they reach the bottom, the alien invasion is declared successful and the player loses the game. If the player's character gets hit by the shots that were fired by the aliens, the game is over for the player. The only way to win the game is to defeat all the aliens by shooting them before they reach the bottom of the screen.

Screenshots

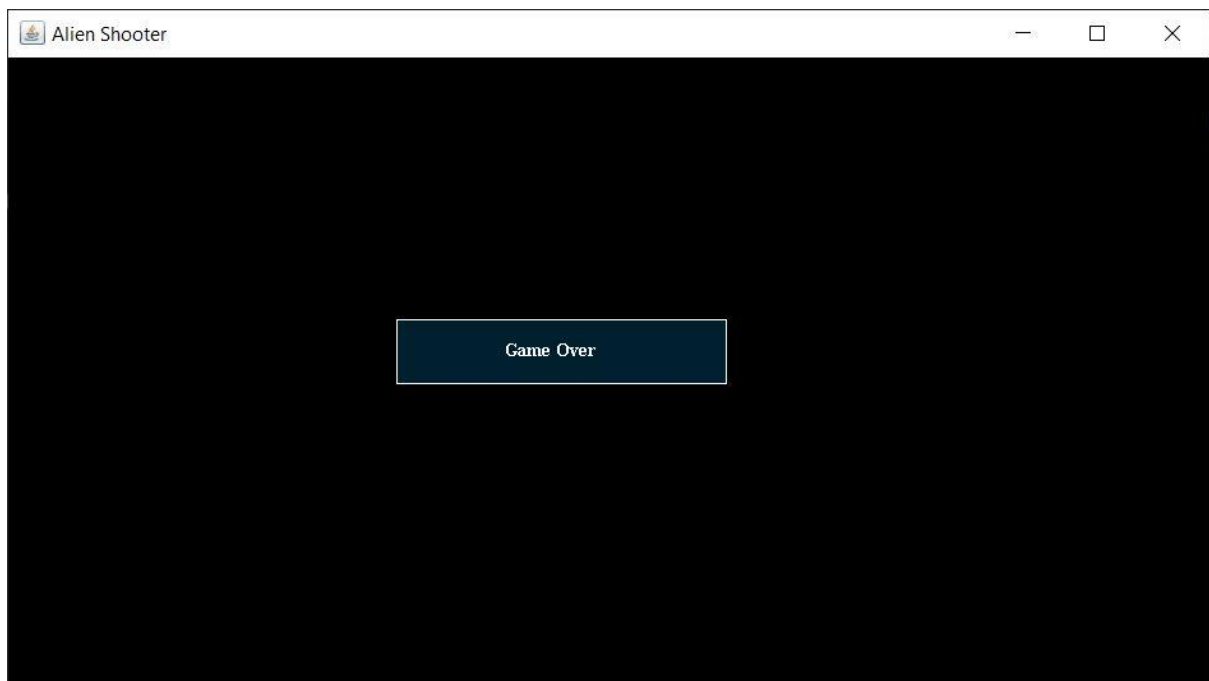
1) The aim of the game is to defeat all the aliens that move horizontally back and forth across the screen as they slowly move towards the bottom of the screen.



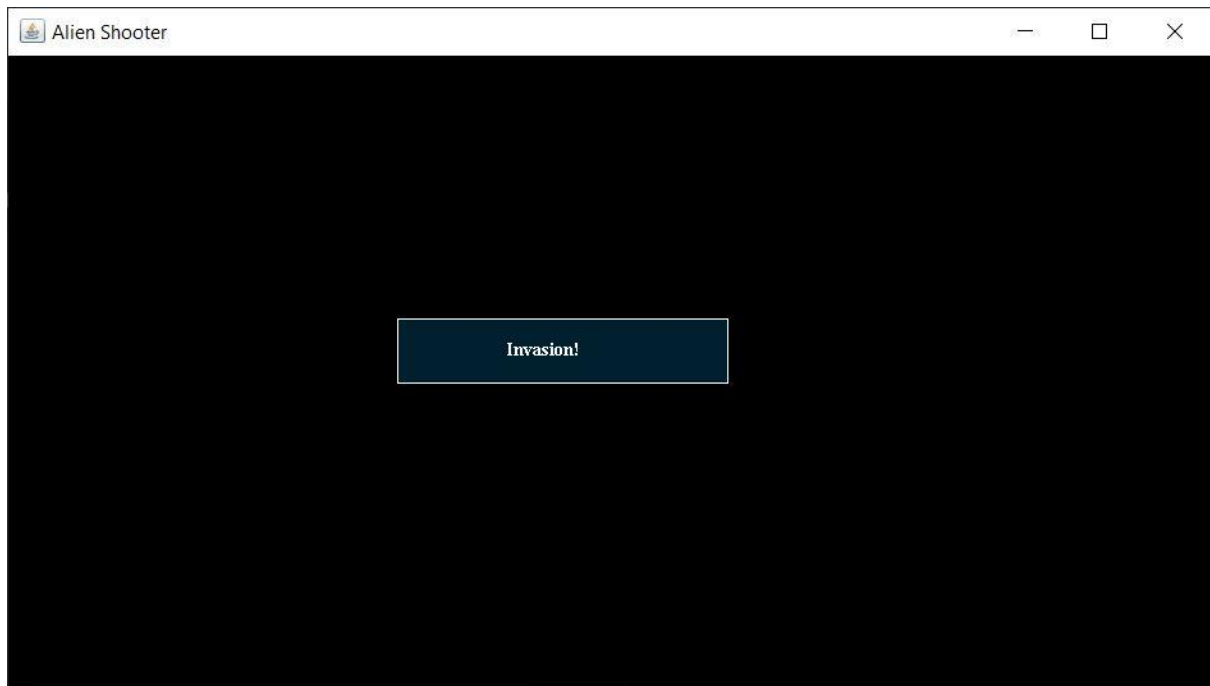
2) The player defeats the aliens by shooting at them with the laser cannon. The arrow keys are used to move the player right and left while the spacebar is used to fire the laser cannons.



3) If the player's character gets hit by the shots that were fired by the aliens, the game is over for the player.



4) If the aliens reach the bottom, the alien invasion is declared successful and the player loses the game.



5) The player wins the game if all the aliens are defeated by shooting them before they reach the bottom of the screen.

