

# Pygame 2

## Shmup Game

[GitHub Link](#)

Changes made:

- new meteor images
- new laser image
- new player image
- new sound effects
- new background music
- resized the screen to accomodate larger images



## Image code examples

```
background = pygame.image.load(path.join(img_dir, "emmabg2.png")).convert()
background_rect = background.get_rect()
player_img = pygame.image.load(path.join(img_dir, "emmaplayerimage.png")).convert()
player_mini_img = pygame.transform.scale(player_img, (25, 19))
player_mini_img.set_colorkey(BLACK)
bullet_img = pygame.image.load(path.join(img_dir, "emmalaser1.png")).convert()
meteor_images = []
meteor_list = ['emmameteor2.png', 'emmameteor3.png',
               'emmameteor4.png', 'emmameteor5.png', 'emmameteor6.png']
```

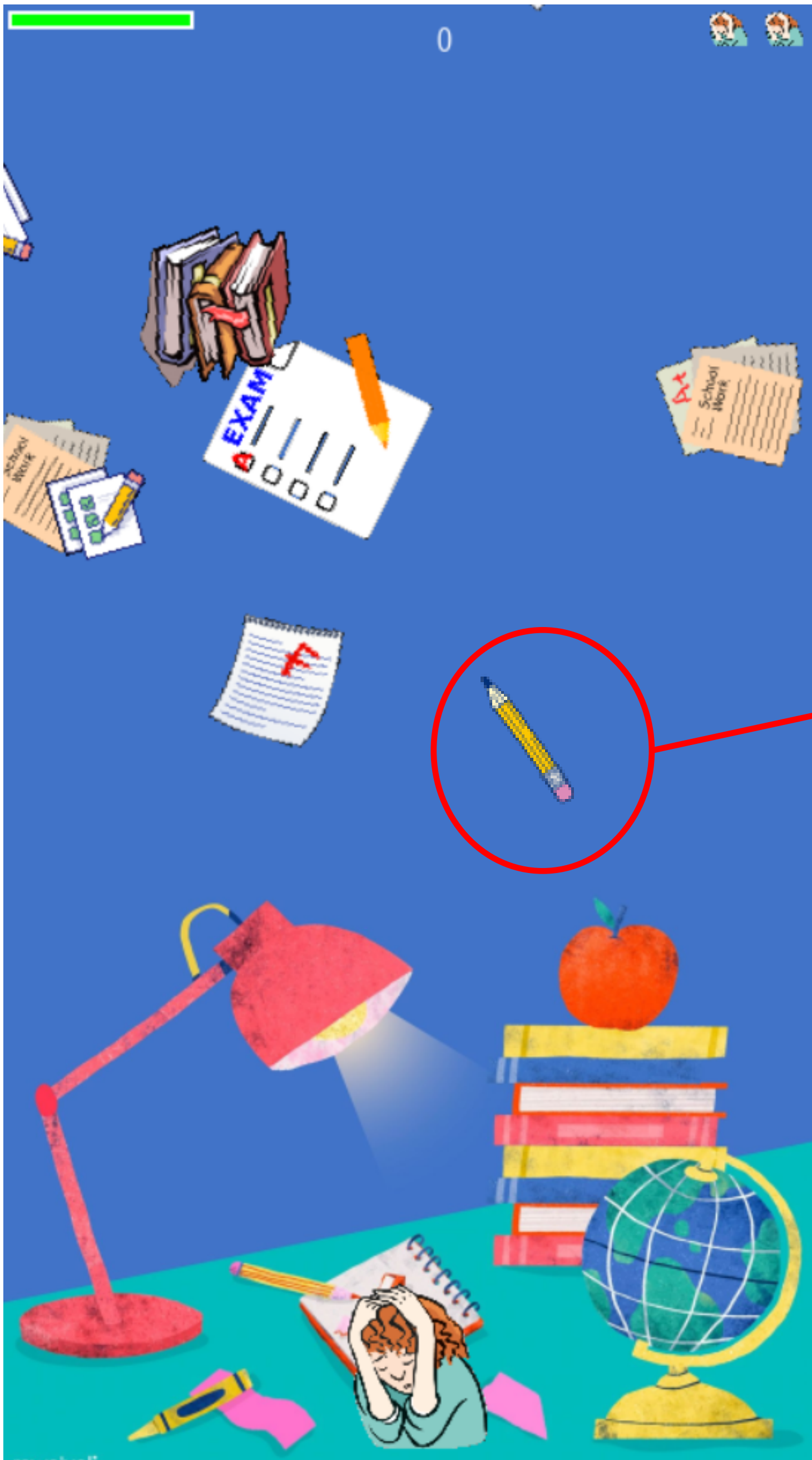
I included my name to make the changes easier to find / identify

## Sound codes examples

```
shoot_sound = pygame.mixer.Sound(path.join(snd_dir, 'pencilsound1.wav'))
shield_sound = pygame.mixer.Sound(path.join(snd_dir, 'power.wav'))
power_sound = pygame.mixer.Sound(path.join(snd_dir, 'power2.wav'))
expl_sounds = []
for snd in ['emmaexp1.wav', 'expl6.wav']:
    expl_sounds.append(pygame.mixer.Sound(path.join(snd_dir, snd)))
player_die_sound = pygame.mixer.Sound(path.join(snd_dir, 'hit1.wav'))
pygame.mixer.music.load(path.join(snd_dir, 'bgm1.wav'))
```

My laptop will only play the sounds if they are in the WAV format for some reason, so I converted all my sounds to WAV  
The music and sounds are free to use, from freesound.org

# Screenshots



Laser is a pencil

Since it is finals season, I went for a “exam” or “study” theme, with the meteors being various papers, exams, books. The background is a desk with books and the player is a stressed out student

