

3XA3 Final Demonstration: Legend of Python



Group 1
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Purpose & Background



Original game released in 1986, written in Assembly



Game's purpose was to traverse through dungeons, whilst fighting enemies and collecting items



Recreate an open-source version for modern systems and wider audience



Goal was to recreate the game's likeness as close as possible using Python and PyGame

Creation of Project

- Initial scope aimed to redesign a few dungeon levels, re-implementing all enemies in a consistent form
- Project scope narrowed to single dungeon and a few enemies
- Work divided into UI/animation & sound, player interactions, and enemy logic



Title Screen Re-creation



Demo





Conclusion



Happy with the point reached, still built to allow for further implementation of enemies/levels within game



Questions?

