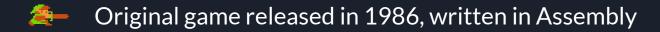


# 3XA3 Final Demonstration: Legend of Python

### Purpose & Background



- 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?

