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Galaxy Legend:

Update 2:

I add explosion animation into the project. However, I found that GIF image is not supported in pygame. So I plan to download a series of frames of explosion image and keep displaying them to create an animated explosion.

I also plan to create a large laser bomb that can do great damage.

I will add some enemies with different functions. One of them can track the location of the player, like a homing missile. That must be cool. The boss can also be releasing some special enemies.

I improve some Kinect settings to optimize user’s experience, including the threshold of left hand raising up and radius of the circle user draws.

I also fixed the problem of inaccurate collision caused by sprite rectangle in pygame.

Some sound effects have been added and also user instructions.

Update1:

I plan to use Kinect to track the motion of my hand to have a large bomb or ultimate strike of the fighter. I also plan to add some explosion animation and add more enemies to my game, with different characteristics and motion changes. Better UI is needed.

I know it is not a perfect name, but I still feel it is cool!

Modules used: Pykinect, Pygame

OK, I am planning to do my Term Project as an electronic game named Galaxy Legend, which is a scrolling fighter shooting game, inspired by the famous Radien game. It is a game that player will control a fighter and shoot all his or her enemy aircrafts.

The game can be played either by keyboard and mouse or just by Kinect. There will be two modes: one is Kinect, and another is normal keyboard control. Keyboard can also be used in Kinect mode. Kinect will track player’s hand movement and display corresponding operations just as keyboard does. For examples, I can use arrow keys to control the position of my fighter; I can also use Kinect to track my hand movement to control the fighter as well. If Kinect doesn’t work, keyboard will still function.

How to use Kinect to control hand movement is quite tricky, I need to first write functions to take in data of player’s hand position. Then I need to compare the current position with previous position to get the movement of user’s hand movement. Then I need to use codes to analyze the path of hand movement and make corresponding movement. For instance, if the user moves hands to right, the fighter will also move right; the same for moving up, left, and down; if the user used both hands to draw a circle, an ultimate stroke will be released, etc.

After the Kinect control, I need to use Pygame to design the game itself. I need to have a start interface.

The gaming interface should display enemies entering mostly from the top, sometimes elsewhere. They have to shoot some bullets or other things and the player’s fighter should evade from these damages. I have to create random entering path for them and make them shoot to the player.

A fighter would explode if its HP is empty, for both enemy and player. If one live for the player is consumed, I need to set the fighter to init and make it a new fighter.

The user can pause the game and save at any time in gaming, and load as he wants. Each time the player’s lives are all consumed, the game is over, and it will return to the main menu.

That’s it. Thank you!