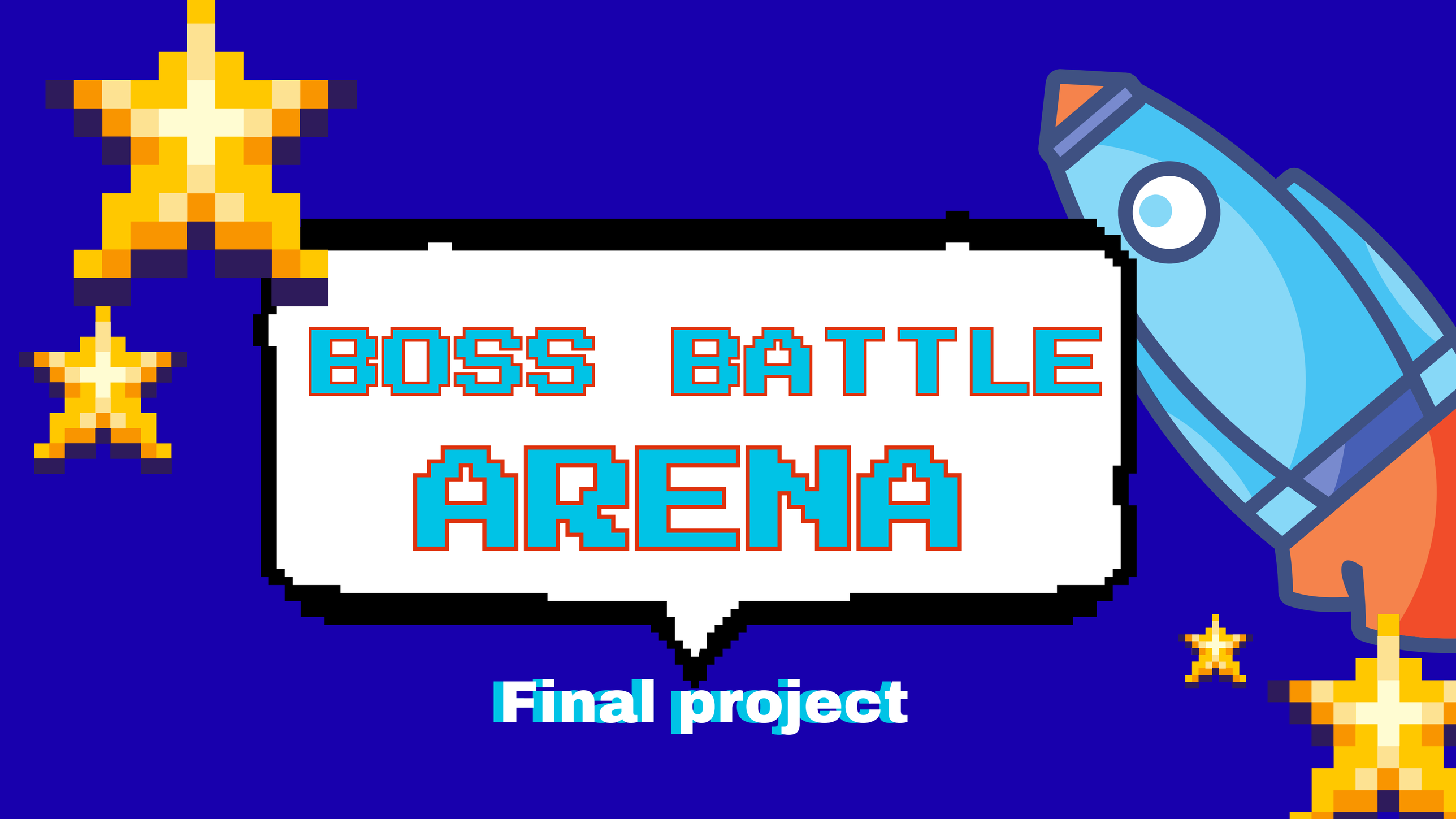
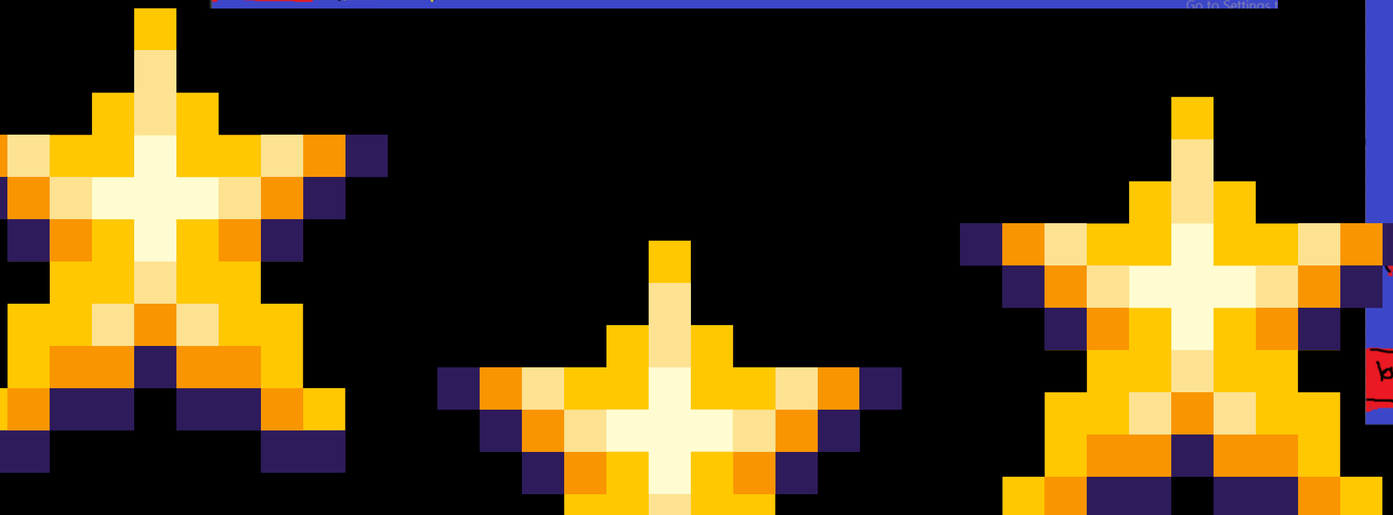

BOSS BATTLE
ARENA
Final project

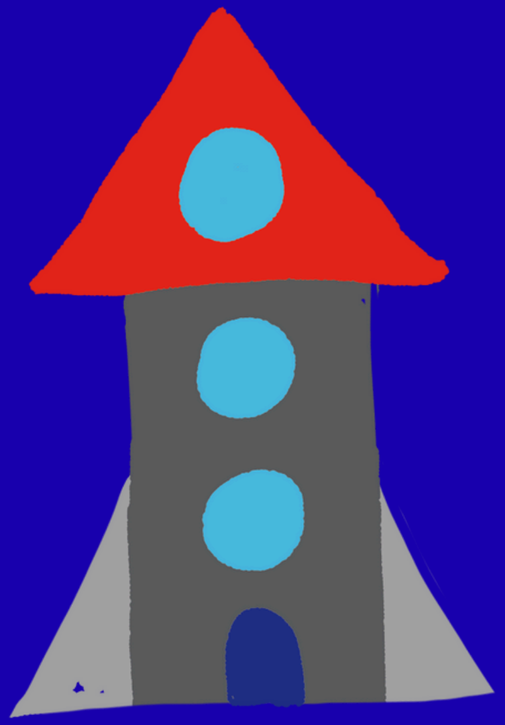
"Galaga"

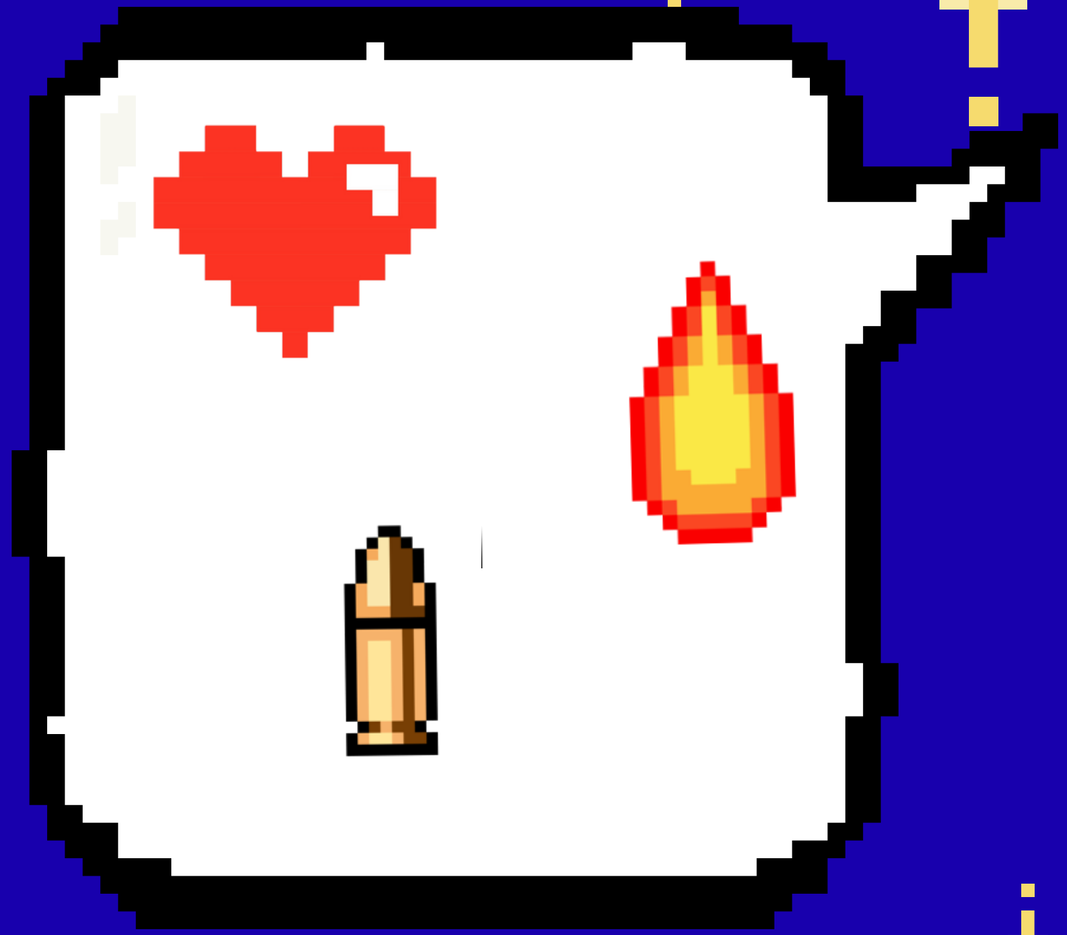
(with our twist)

Prototype:



Sprites (based on the prototype)





Rules Of The Game

1.

The player can move around the map using WASD and shoot with the Spacebar.

2.

If you run out of hearts , you lose the game and if the enemy runs out of hearts, then you are the winner of the game.

Users & Accessibility:

Who is going to be the audience:

1. Everyone who wants to test out our game!

2. Mostly targeting teens and kids

Accessibility:

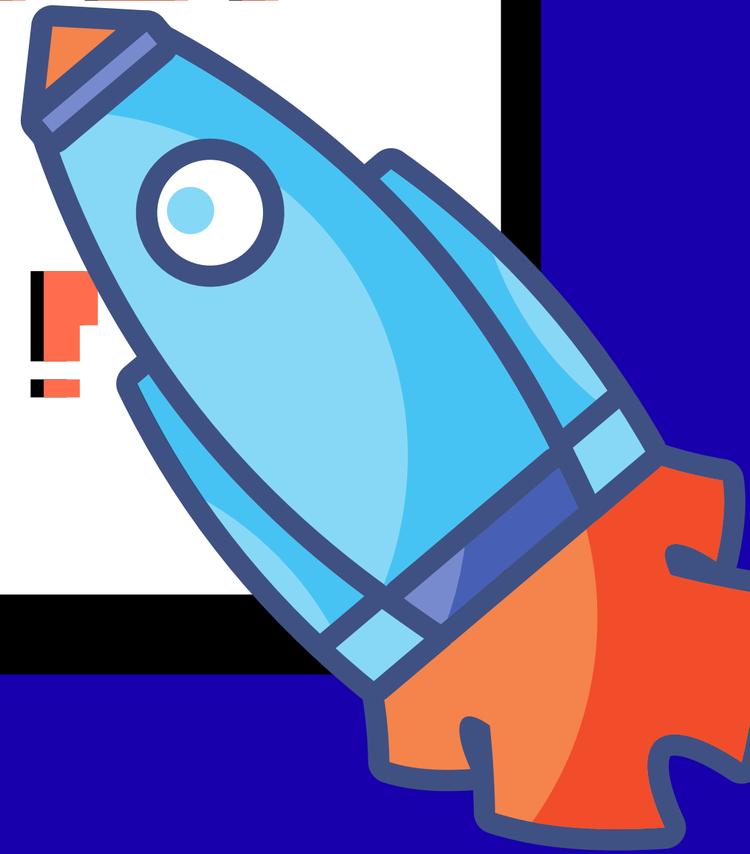
How this game was made more accessible

Explaining the Code:

(part of it):

```
def collision_player():
    global player_hearts_index
    for bullet in enemy_bullets:
        if(
            player_left_edge()< bullet_right_edge(bullet) and
            player_right_edge() > bullet_left_edge(bullet) and
            player_bottom_edge()< bullet_top_edge(bullet) and
            player_top_edge()> bullet_bottom_edge(bullet) and
            bullet.isvisible()
        ):
            bullet.hideturtle()
            player_hearts[player_hearts_index].hideturtle()
            player_hearts_index=player_hearts_index - 1
```

Collisions

Video Demo

Thank you for your attention!