Missile Madness

A Python game…

Missile Madness is a Pygame application in which enemy UFOs descend from the top of the screen and must be destroyed with a missile before it reaches the bottom of the screen.

Implementation

This Pygame application is dependent on a single for-loop that ticks and renders the game display on each clock cycle. The implementation of sprite classes within the program enabled collision detection and sprite spawning while increasing the robustness of the code.

Relevant Programs

This game was coded inside the PyCharm EDU coding environment using Pygame, an extension of Python especially designed for coding games. Throughout the program, the Mixer, Image, and Sprite libraries of Pygame were used to manage and render sprites, detect sprite location, and add sound effects.