SLAYTER
(GAME USING PYTHON GRAPHICS)

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INTRODUCTION

- The objective is to create a 2-D vedio game using python programming language.
- The existing 2-d games lack user friendly interface, most of them have text based interface.
- In order to solve this problem and give the user a better gaming experience we are creating this game namely "SLAYTER"

- THE OBJECTIVE OF THE GAME IS TO KILL AS MANY DEMONS AS POSSIBLE AND COLLECTS POINTS AND COINS IN ORDER TO ADVANCE TO HIGHER LEVELS
- STORY LINE :
  The aim of the game is to defend our home village.
  The village has been attacked by demons quite frequently.
  The village has no one left to fight as the demons have already killed the ones willing to fight.
  And finally it is our job to be the defender of our village, THE LAST HOPE

- The game is created in python programming language.
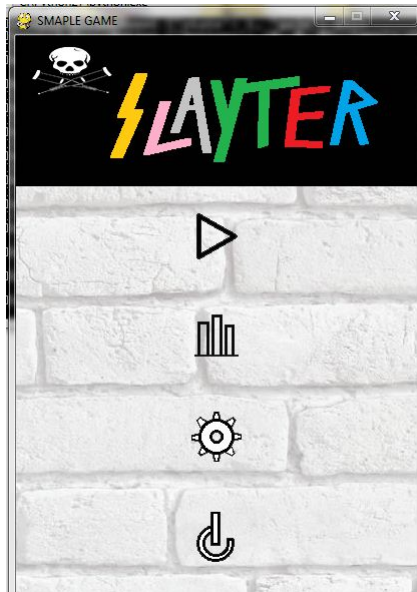- The game interface is very simple and logical with toolbars and creative and intuitive controls designed for a better gaming experience.

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SOFTWARE AND HARDWARE REQUIREMENTS

- SOFTWARE REQUIREMENTS
  - OS: Windows xp or above / UBUNTU 13+ / LINUX
  - PYTHON INTERPRETER OR SHELL
  - PYGAME MODULE HAS TO BE INSTALLED
  - ADOBE PHOTOSHOP CS 3(OR ABOVE)
  - MS PAINT
- HARDWARE REQUIREMENTS
  - RAM : 1GB+
  - MIN MEMORY AVAILABLE: 10 MB
  - MIN INBUILT GRAPHICS REQUIRED
  - SPEAKERS, MONITOR, KEYBOARD AND MOUSE

ALGORITHM

STEPS :

1. START
2. THE GAME LOOP STARTS AND ALL THE PARAMETERS GET INITIALISED ALONG WITH PYGAME
3. THE START PAGE IS PRINTED ON THE SCREEN OF DIMENSIONS 400 X 600
4. THE START SCREEN CONTAINS 4 OPTIONS(BUTTONS)
   - PLAY
   - STATISTICS
   - SETTINGS
   - QUIT OPTION : ALLOWS TO QUIT THE GAME
   - PLAY IS RUN ON ANOTHER PROGRAM WHICH WILL BE IMPORTED
   - AFTER CONVERTING THE THE GAME IT CAN BE EASILY EQUALISED

MODULES

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- pygame module
- random
- time

The game after preparation would be very attracive and user friendly