

GAME-IMPLEMENT ==> RAHUL + KUNAL  
OBJECT-GATHERING+SOUNDS ==> SOUMILI+SAYANI  
PPT ==> ALL ( SAYANI)  
DOCUMENTATION ==> ALL (SOUMILI)

#### PARTS:

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RAHUL ==> MAIN PART GAME (ALL) + CONNECTIVITY ALL PART + PPT +  
DOCUMENTATION  
KUNAL ==> MENU SECTION (ALL) INTRO USER INTERFACE + HELP [RAHUL  
+ PPT + PRESENTATION ]  
SOUMILI ==> SOUND PART + DOCUMENTATION + GAME(ALL)  
SAYANI ==> OBJECT (TREE, WEAPON, PLAYER, ENEMY, FIRE ETC.) + PPT  
+ GAME(ALL)

SAYANI + SOUMILI ==> OBJECT+SOUND ==> USE --> IDEA PRODUCE -->  
KUNAL+RAHUL

SOUMILI --> SOUND --> VARIOUS WEBSITE LIKE PIXABAY ETC.  
SAYANI --> OBJECT --> VARIOUS WEBSITE LIKE PNGTREE ETC.

#### INTRODUCTION

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GOOD AFTERNOON MA'AM/SIR,  
I'M RAHUL CHAKRABORTY. MY FELLOW TEAM MEMBERS ARE -----....  
NOW I'M GOING TO DISCUSS ABOUT OUR MAJOR-PROJECT CALLED ZELDA IN  
PYTHON. IT IS A KIND OF action, adventure/battle game play .  
HERE IS ONE PLAYER AND MANY ENEMIES LIKE BAMBOO, SPIRIT, SQUID,  
RACCOON ETC. THE MAIN OBJECT OF THIS GAME IS BASICALLY, THE PLAYER  
SHOULD HAVE TO KILL THE ENEMIES ONE BY ONE AND GATHER THE POINTS.  
THIS POINTS ARE ALSO CAN USED IN TO UPGRADE THE ADDITION HEALTH,  
ENERGY, SPEED, MAGIC ETC. OF THE PLAYER.  
HERE IS THE FIRST STEPS OF OUR DEVELOPMENT. (INDICATE AT THE PPT  
SLIDES) HERE IS THE FINAL STEPS OF OUR GAME WHICH WE DEVELOPED.  
NOW HERE IS THE CONTROLS WHICH ARE USED TO CONTROL TA THE GAME.  
(DISCUSS ALL THE CONTROLS)  
THAT'S ALL OF OUR GAME PROJECT.  
Thank You Everyone.

#### OBJECT :

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A game object generally represents a particular object or element  
in your game that can emit a sound, including characters, weapons  
and so on.

#### DIFFERENCE BETWEEN HEALTH AND ENERGY:

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==> HEALTH IS BASICALLY THE mental or physical condition OF THE  
PLAYER. IT CAN BE GO DOWN SLOWLY WHEN THE PLAYER GET AFFECTED BY  
ENEMIES.  
==> ENERGY IS BASICALLY THE ATTACK POWER OF PLAYER. IT ALSO GO  
DOWN WHEN WE BOOST THE PLAYER HEALTH AND ATTACK TIME.

MENU:

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WHEN WE KILL ENEMIES, THEN WE GAIN SOME POINTS WHICH WILL INCREASES THE SCORE 150 PER ENEMIES. AFTER THAT WE CAN USE THESE SCORES POINTS TO INCREASE THE ADDITIONAL HEALTH, ENERGY, SPEED, MAGIC, ATTACK IN OUR MAIN MENU SECTION IN GAME.