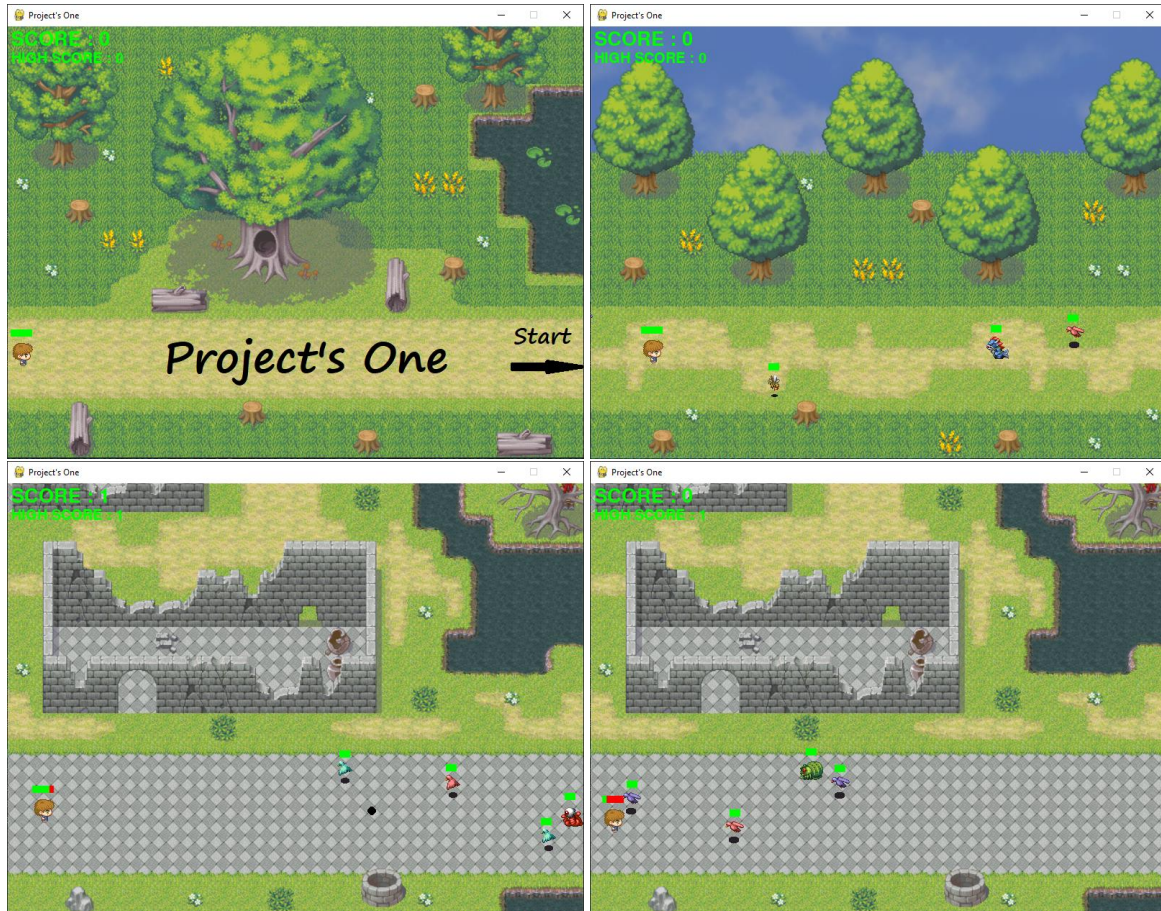


Project One (Game)

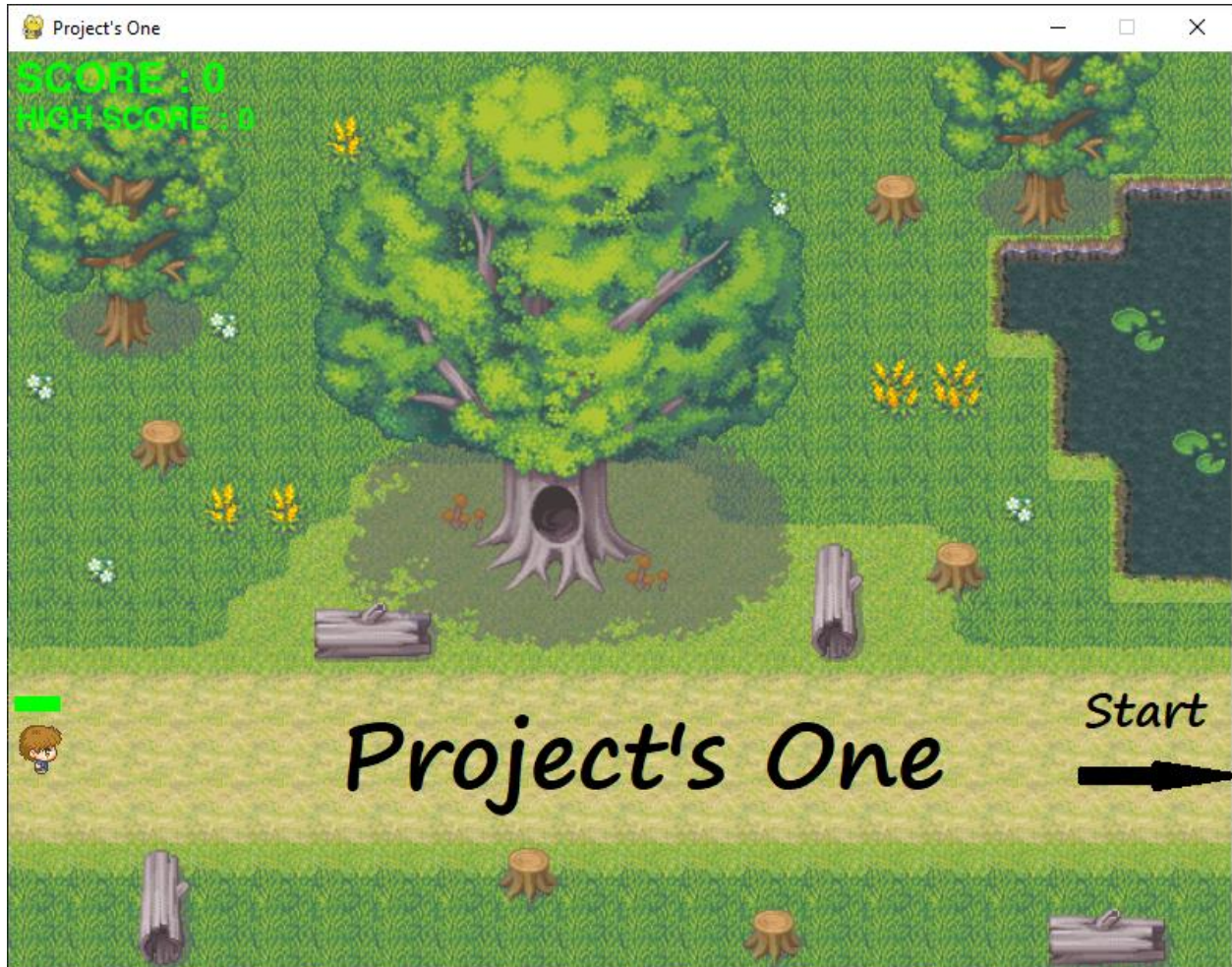
Programming Fundamentals I – Class's project (Work in pairs)



- Developed by Pygame, a Python's library.
- It's a side-scrolling shooter game.
- You keep shooting monsters and collecting points.
- The score will be collected when the game is over and display the highest score in each play.
- Control movement with the arrow keys and shoot with the space bar.

Project One (Game)

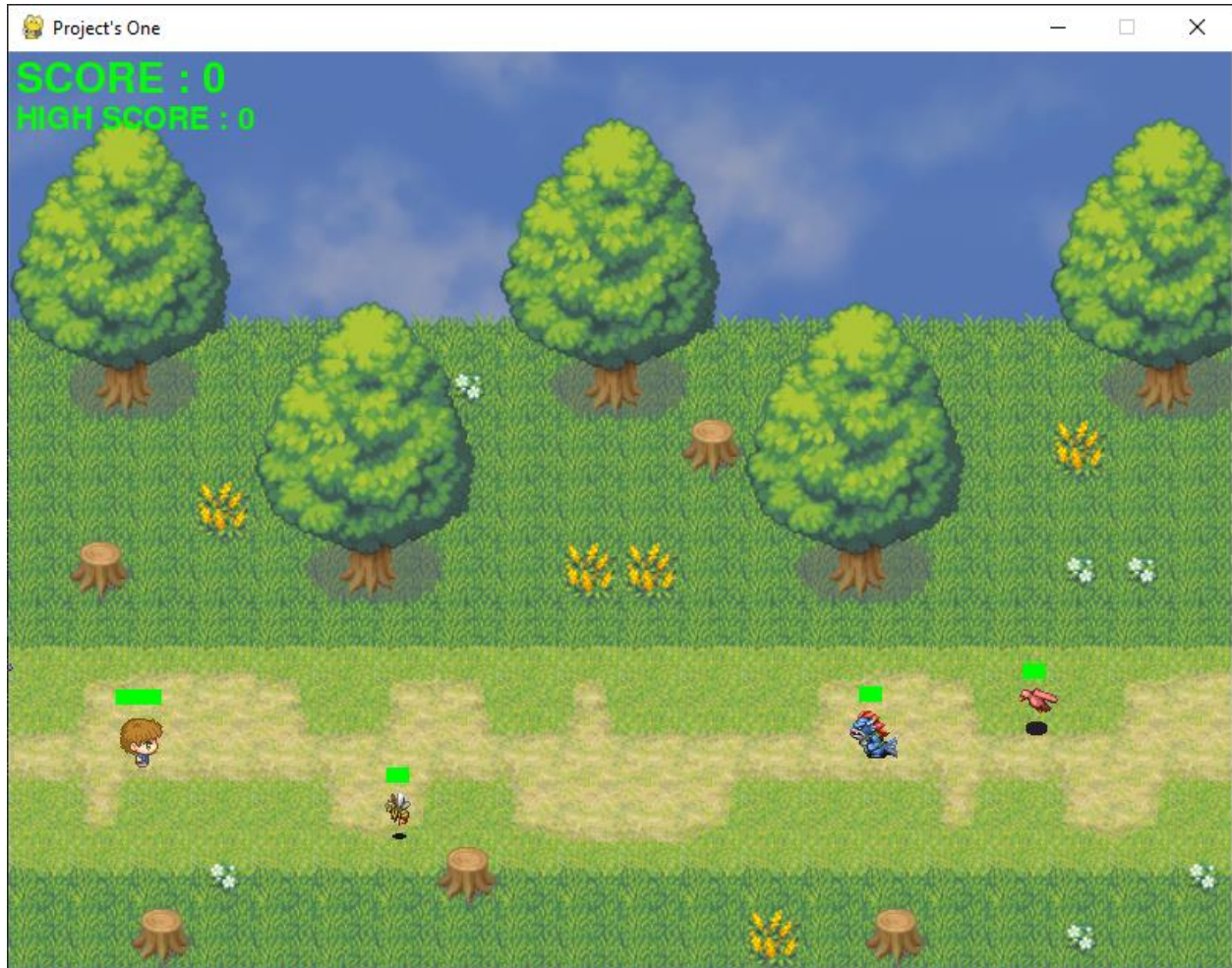
Programming Fundamentals I – Class's project (Work in pairs)



- At the start of the game, it will be in the title scene, there will be a score collection and score count on the top left.
- The character on the left hand side is your character. Which will have health points on top of head.
- To start the game, walk to the right to go to the next scene.

Project One (Game)

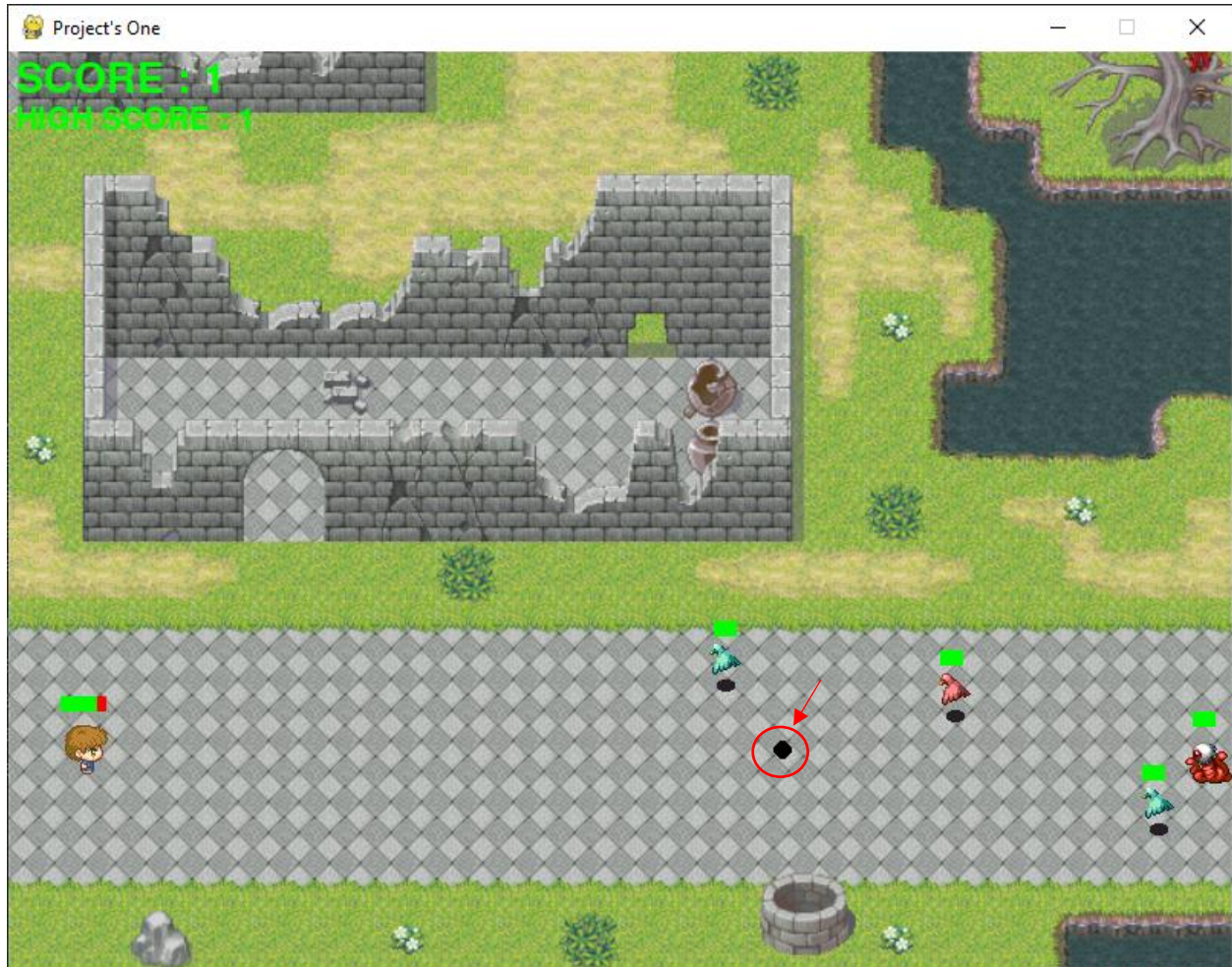
Programming Fundamentals I – Class's project (Work in pairs)



- When entering the next scene, there will be 4 monsters per stage, each with a different look, position, and speed.
- Monsters have health points on top of each one.

Project One (Game)

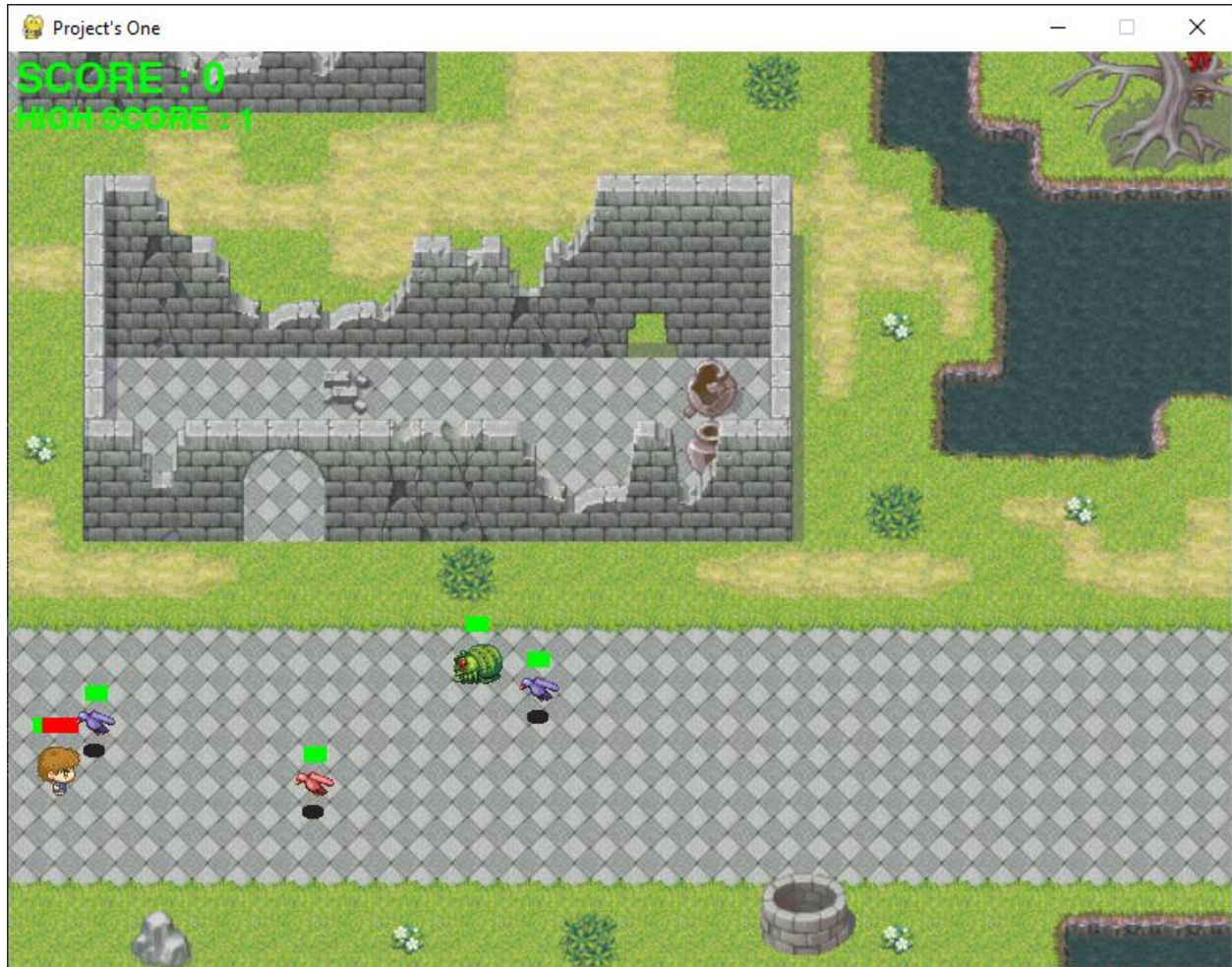
Programming Fundamentals I – Class's project (Work in pairs)



- You can a bullet forward.
- If a bullet hits a monster, it will reduce the monster's health points.

Project One (Game)

Programming Fundamentals I – Class's project (Work in pairs)



- If your character hit by a monster, your health points will be reduced.
- If your health points run out, it will be game over and the score will be recorded, if it's highest score.
- Then the game will restart automatically.