



# Alien\_Invasion.py

Open **game\_functions.py**

**Instructions:** The activity is broken up into two separate parts. Each part consists of crucial components that make up the alien invasion game we will be programming in the Python language. Once you have filled in each part's missing code, you can try to run the program and test out your game!

**Pay very close attention to the syntax:**

`()[]{},"':;.`

## Part One:

```
9  def check_keydown_events(event, ai_settings, screen, ship, bullets):
10      """Respond to keypresses."""
11      if event.key == pygame.K_RIGHT:
12          ship.moving_right = True
13      elif event.key == pygame.K_LEFT:
14          ship.moving_left = True
15      elif event.key == pygame.K_SPACE:
16          fire_bullet(ai_settings, screen, ship, bullets)
17      elif event.key == pygame.K_q:
18          sys.exit()
19
```

## Part Two:

```
20  def check_keyup_events(event, ship):
21      """Respond to key releases."""
22      if event.key == pygame.K_RIGHT:
23          ship.moving_right = False
24      elif event.key == pygame.K_LEFT:
25          ship.moving_left = False
```