



# Alien\_Invasion.py

*CUSTOMIZE, CUSTOMIZE!!!*

You'll notice certain features of the game are faulty: the aliens are just pink pixelated blocks; the score doesn't show up on the screen very well; gameplay is too slow; or maybe the ship, bullets, and aliens aren't the right flavor... As a programmer, you are in control of the output (what's displayed)!

**Instructions:** Modify the game to your heart's content. Initial examples of what you can change: background color/display, object images, frames per second (gamespeed), or the game's scoring system.

**Pay very close attention to the syntax:432234**

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

- Customize the Background Color & Bullet Properties

Open the **settings.py** file in Geany and look at line 9...

```
9      self.bg_color = (0, 0, 0)
```

The values represent the colors Red, Green, and Blue. In other words,  $\rightarrow (0, 0, 0) = (\text{R}, \text{G}, \text{B})$ .

You can increase or decrease each color value to get the color you want displayed. Similar to painting in the real world, you can mix the different colors to make *new* colors.

Examples:

Red = (255, 0, 0)  $\leftarrow$  (a bright **red**)

Green = (0, 255, 0)  $\leftarrow$  (a bright **green**)

Blue = (0, 0, 255)  $\leftarrow$  (a bright **blue**)

To start customizing the bullet's properties, look at line 15.

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- Change Object Images

To customize the ship: Open **ship.py**

To customize the aliens: Open **alien.py**

You'll find some images in the "images" folder. Just change up the file names in ship.py and alien.py to match the image you want displayed. Ask an instructor about creating your own image for objects.

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Explore:

**bullet.py, game\_functions.py, button.py, settings.py** are other files you can modify!

