Assignment 1 Documentation

UWE STUDENT 21080460

Bit Shooter Game

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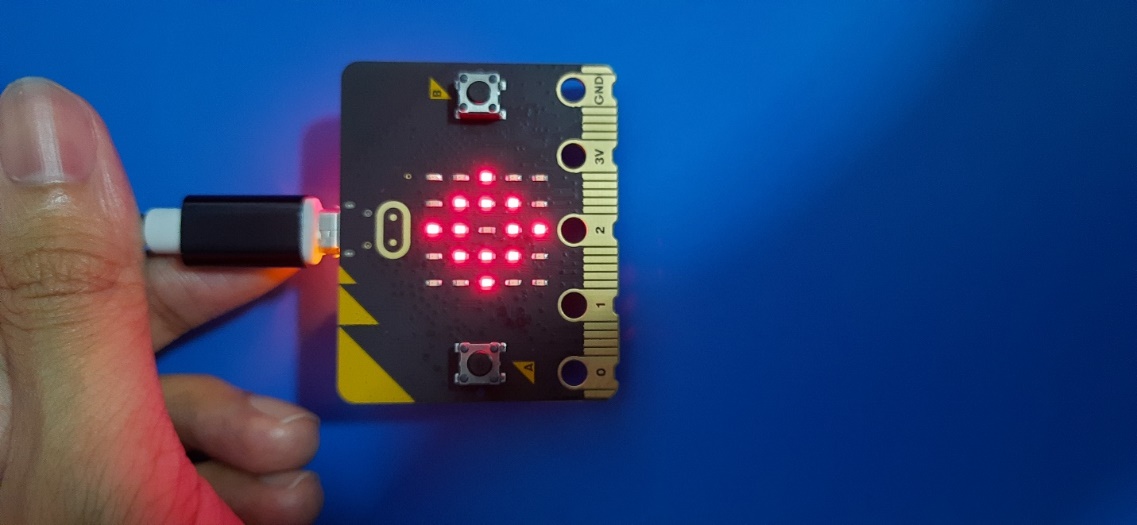
Overview

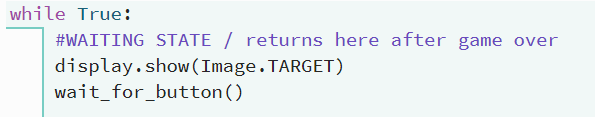
This Project is a video game designed for use on a BBC Micro bit. It was designed using Micro bit Python Editor.

Functions

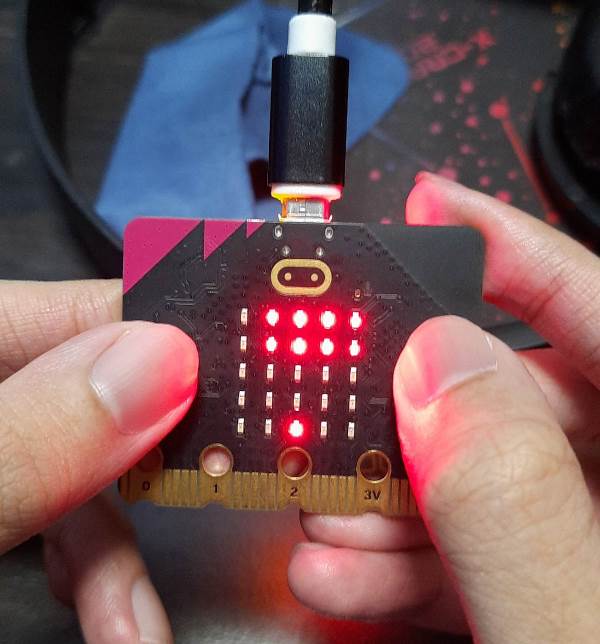
This game has a variety of important functions and features to make it more fun and challenging,

Game Start Screen



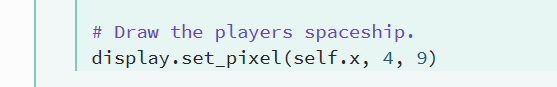


Start Set-up

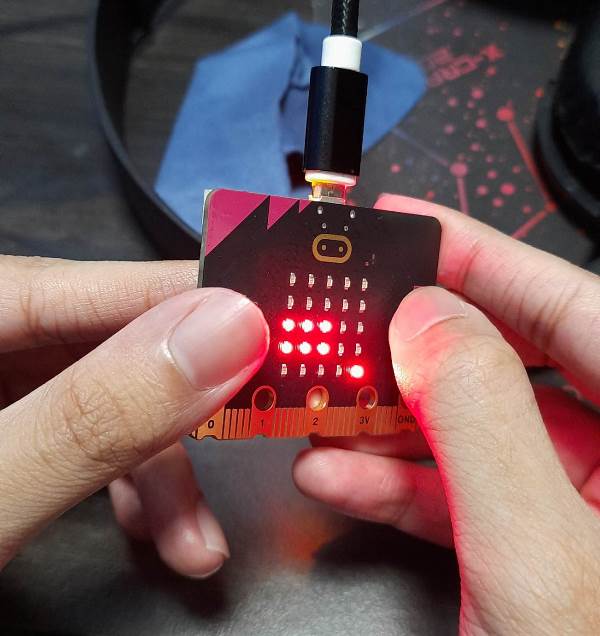
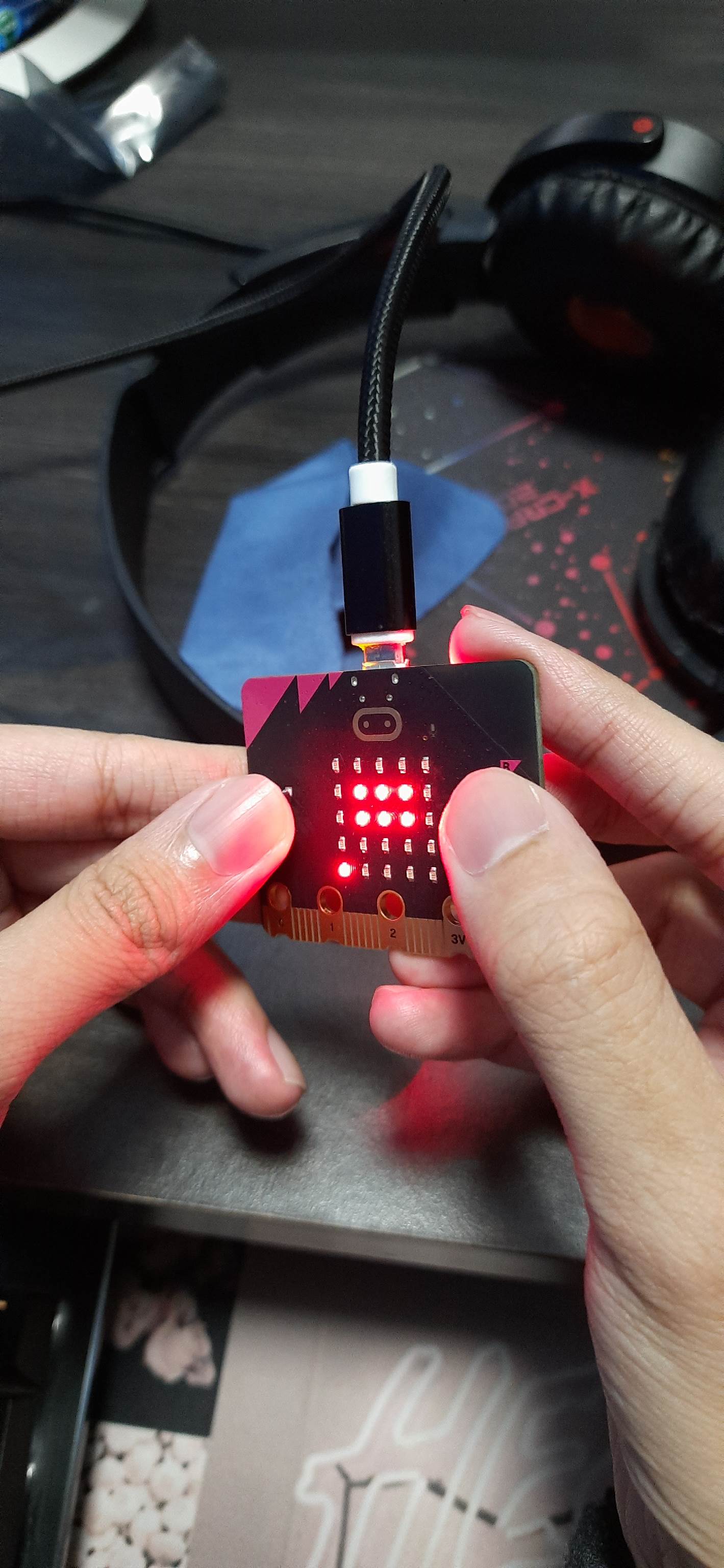


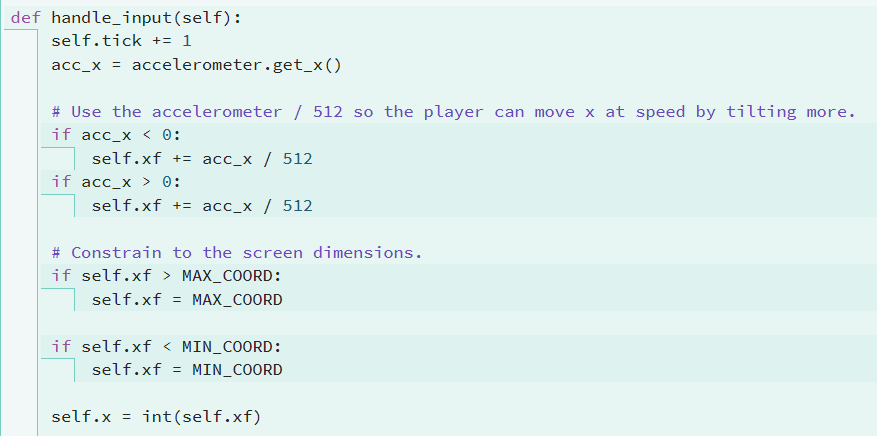
The start set-up begins with the player being spawned at the bottom and enemy formation beginning at the top.

Code to spawn player at start



Tilt to move left and right



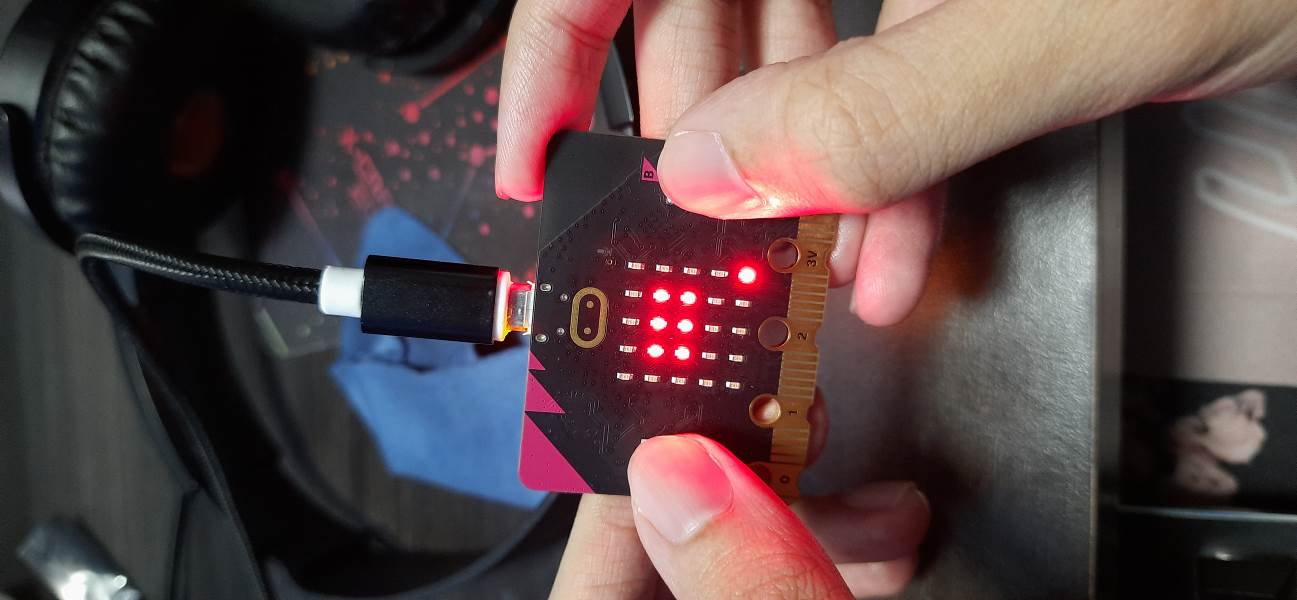
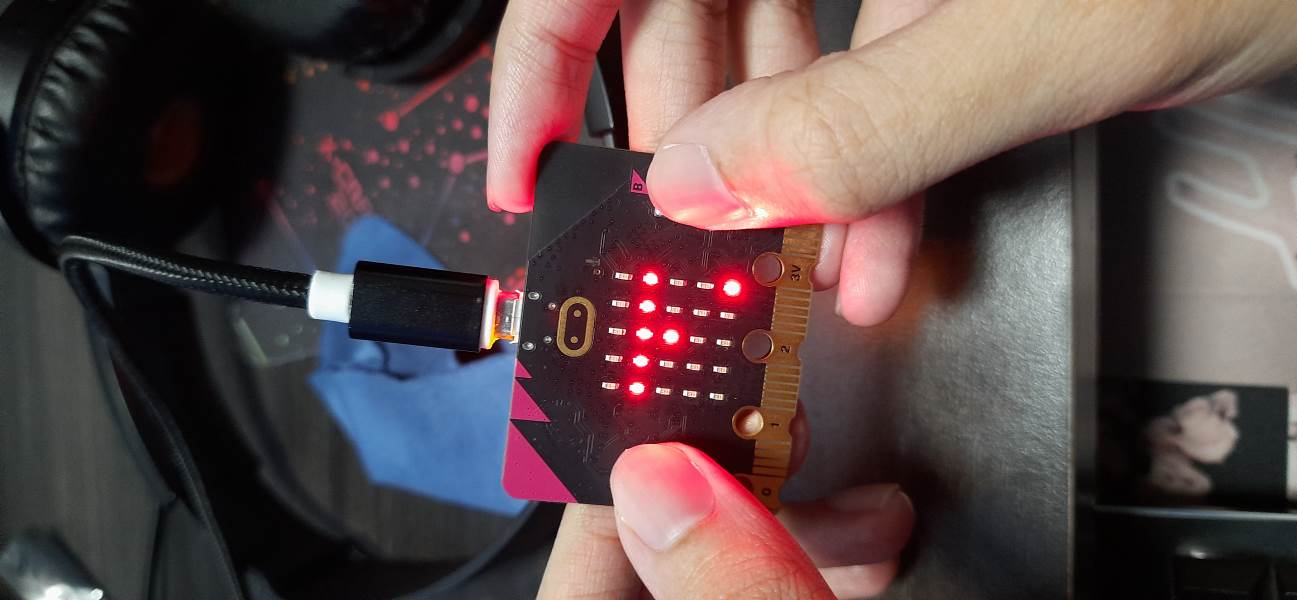
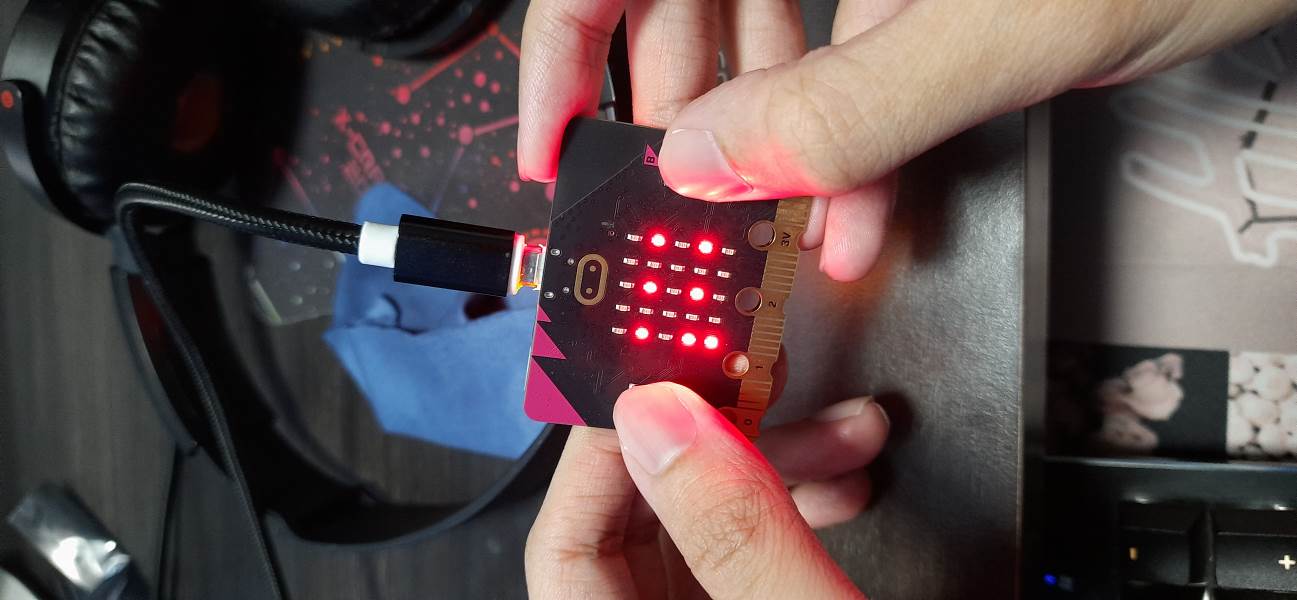
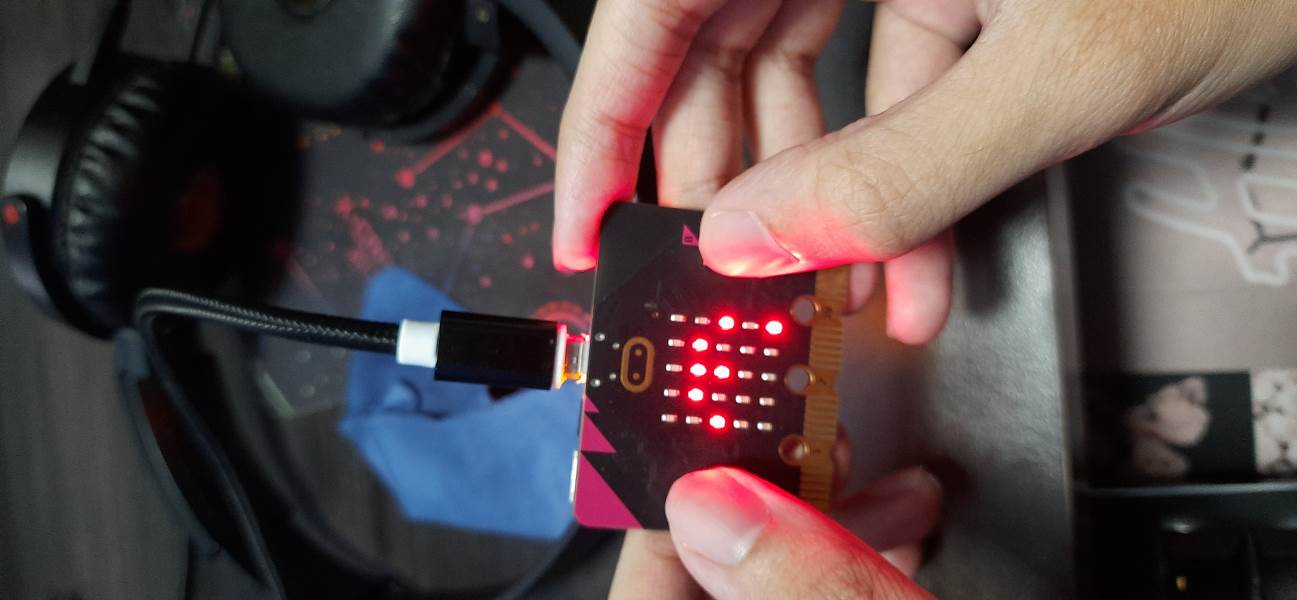
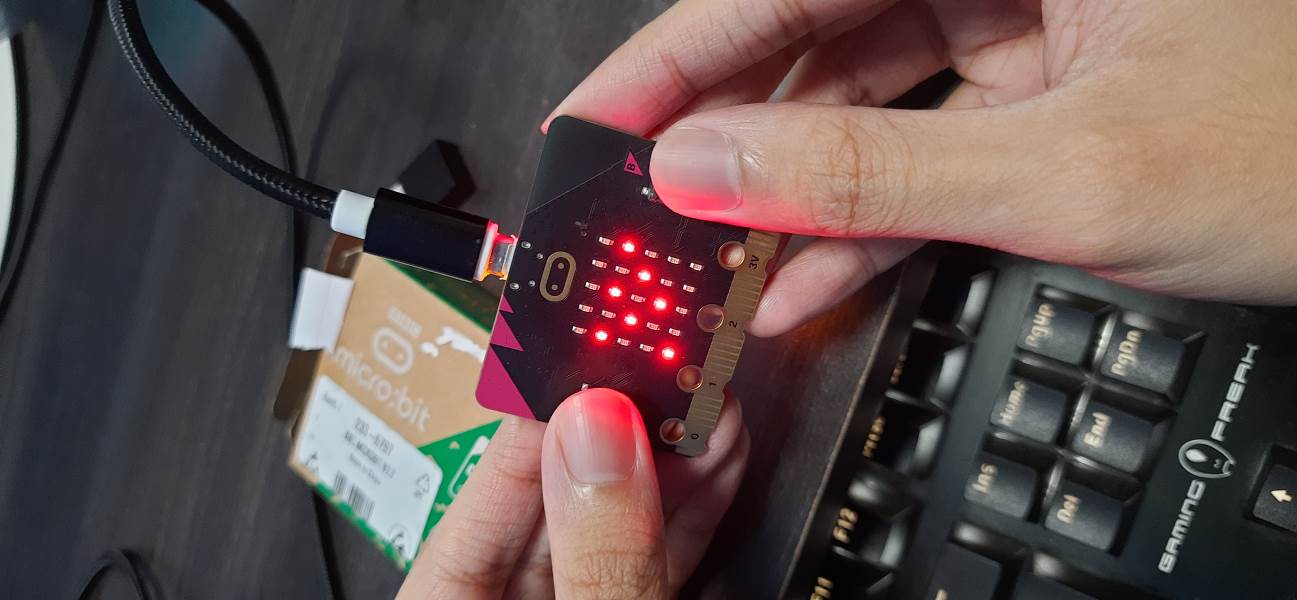
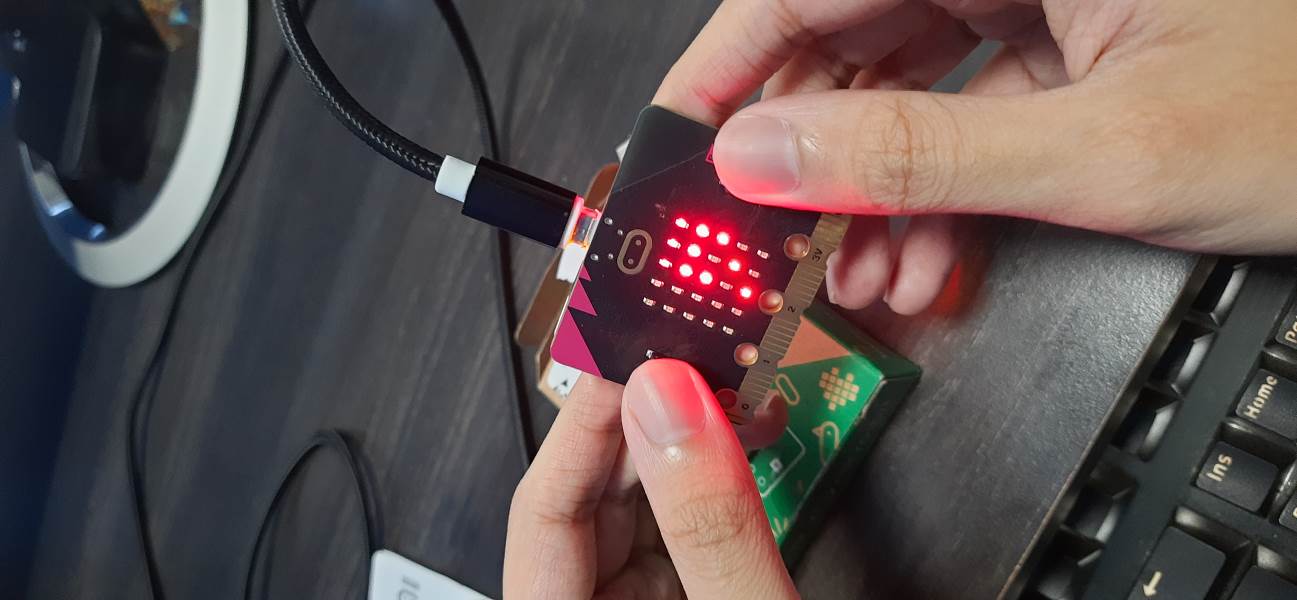
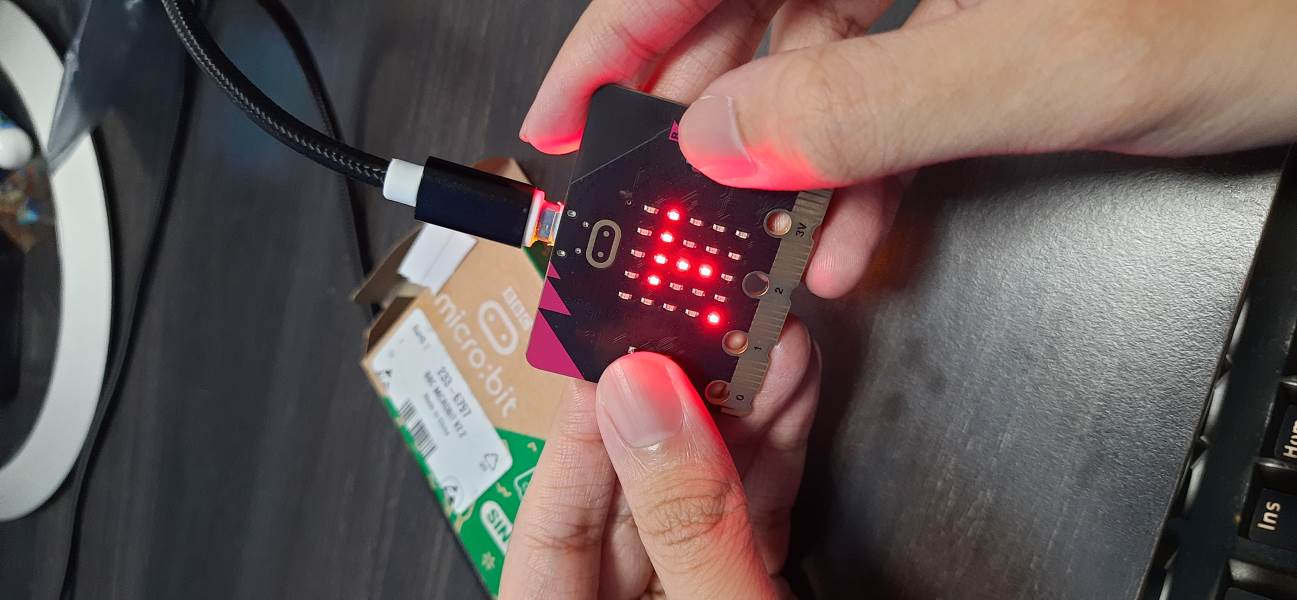
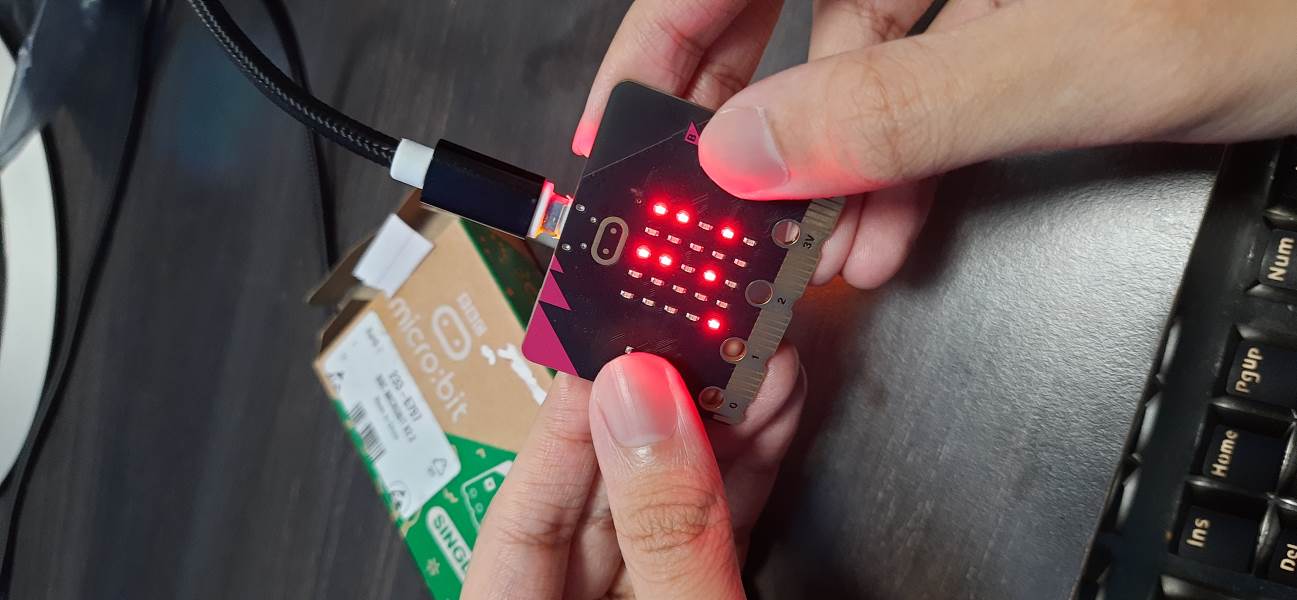


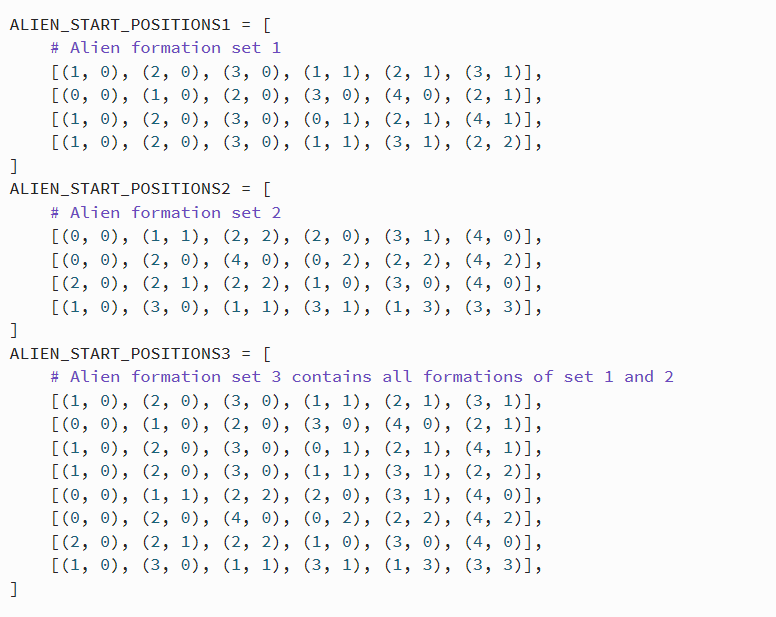
Formations

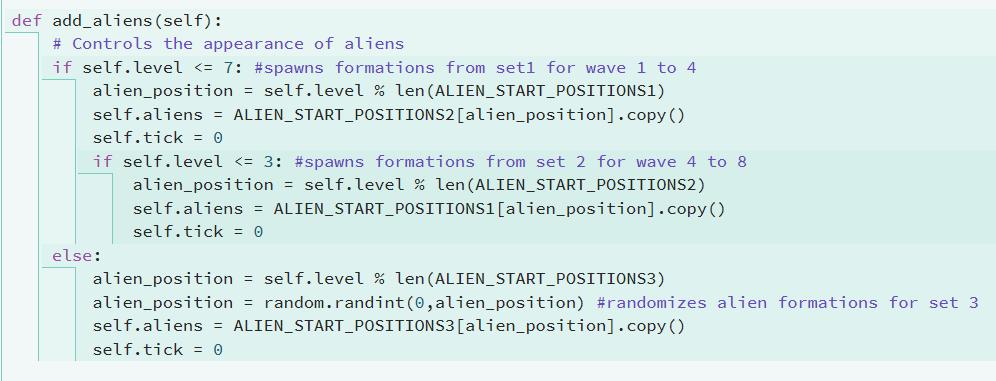
There are three formation sets with four unique formations in each.

Formations in set one and two will appear one after another in order.

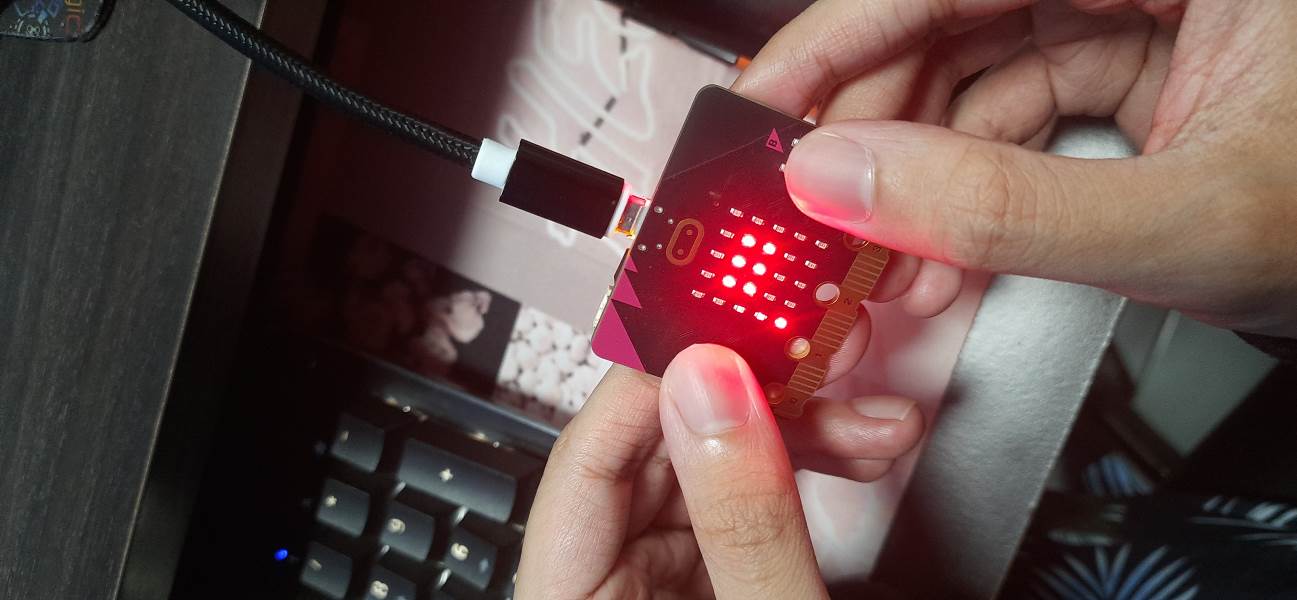
Formations in set three are a combination of set one and two and their appearance will be randomized.

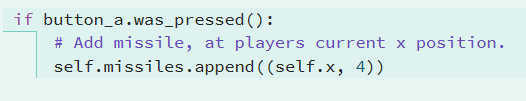


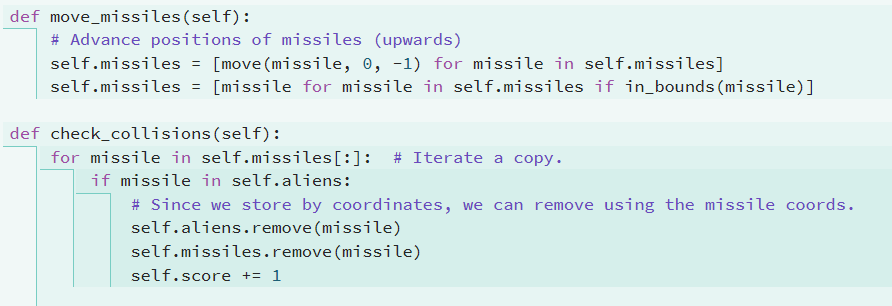


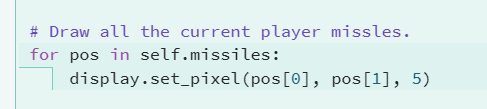


Button A to shoot missles

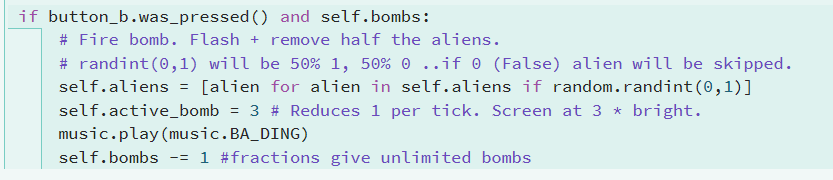




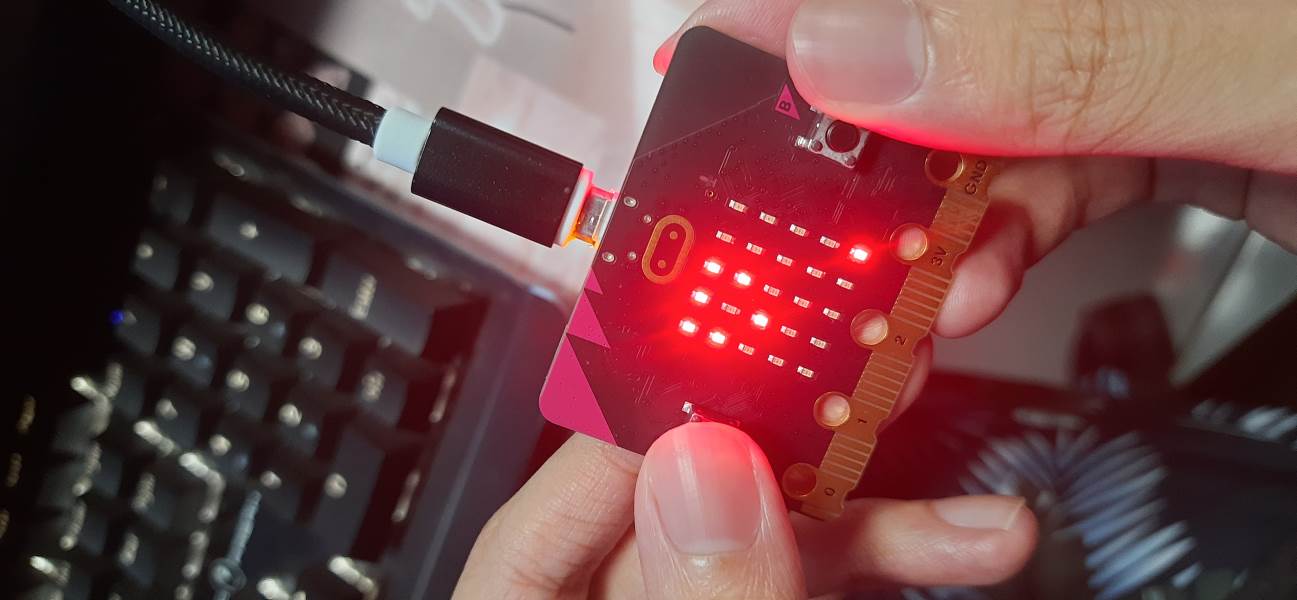




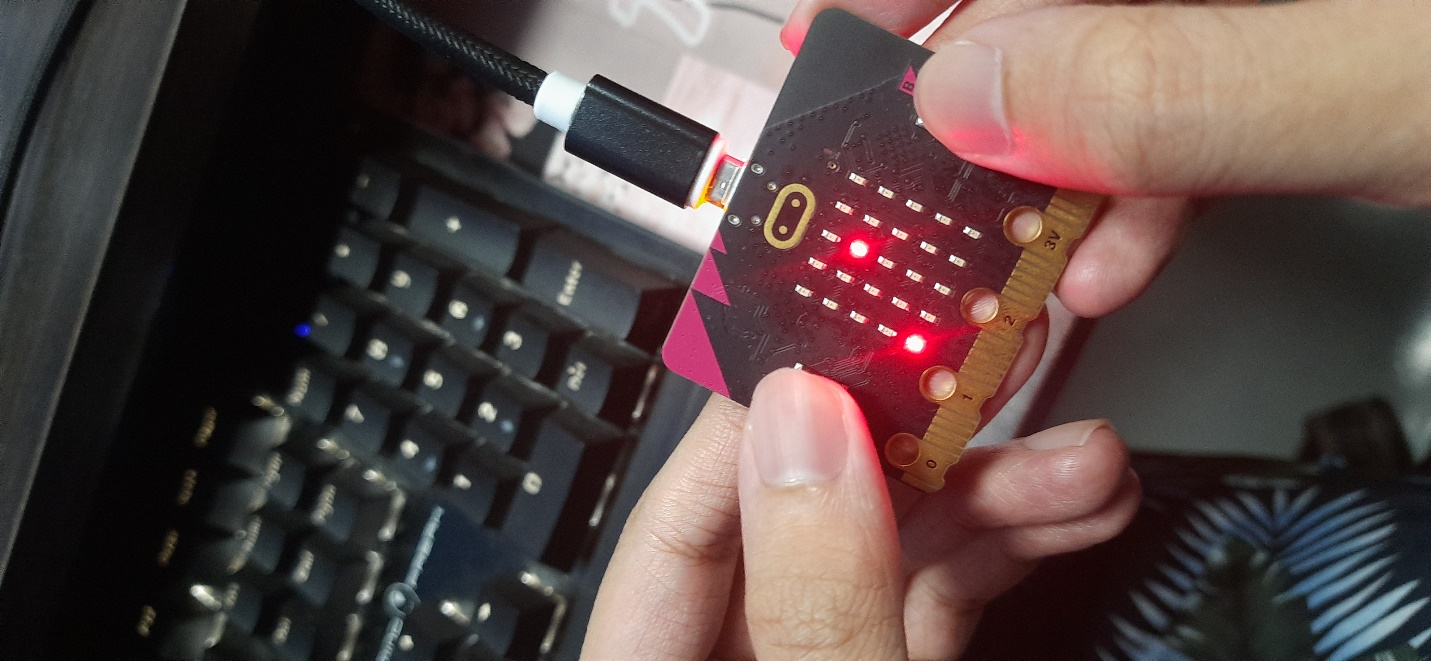
Button B for Bomb



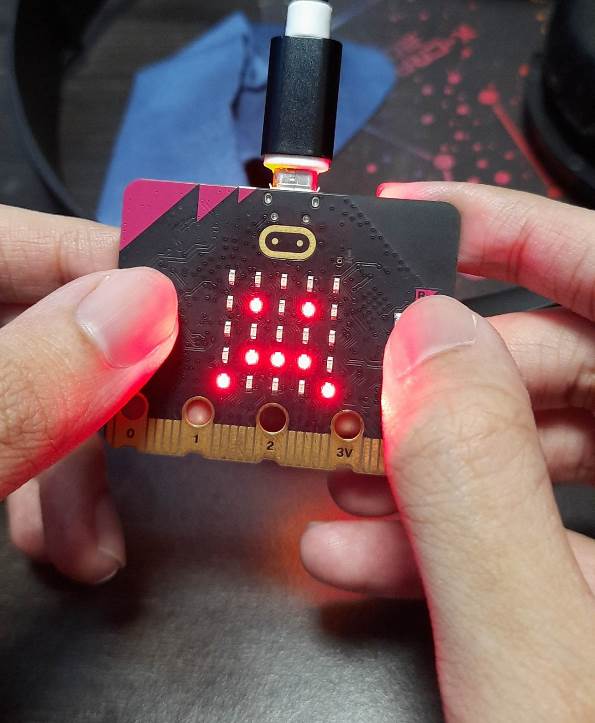
Before:



After:



Game over screen



Score being scrolled

