

CODE COMIC: 10 EPIC PANELS

The story of how Galaxy Defender comes alive

1 IMPORTS

"Grab your toolbox!"

Bring in pygame (for graphics) and random (for surprises).

2 SETUP SCREEN

"Open the game window!"

Make an 800x600 window called Galaxy Defender + a clock.

3 COLOURS

"Mix your paint!"

Give colours nice names: RED, GREEN, YELLOW, SPACE blue.

4 PLAYER

"Build the spaceship!"

A rectangle near the bottom that moves left and right.

5 BULLETS

"Empty bullet box!"

Start with an empty list. Bullets get added when you shoot.

6 ENEMIES

"Spawn 5 aliens!"

A loop creates 5 enemies at random spots above the screen.

7 SCORE & FONT

"Keep score!"

Set score=0, lives=3 and pick fonts to write on screen.

8 GAME STATES

"Three modes!"

Start screen, Playing, Game Over. One variable controls it.

9 HELPERS

"Tiny tool functions!"

reset_game() restarts everything. draw_text() writes on screen.

10 GAME LOOP

"The heartbeat!"

Repeats 60x/sec: read keys, move stuff, check hits, draw it all!