

10 CODE SUPERHEROES

Each part has its own power. Collect them all!

IMPORTS

#1

Power: Tool-Bringer



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

XP LEVEL 1/10

SETUP SCREEN

#2

Power: Window-Maker



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

XP LEVEL 2/10

COLOURS

#3

Power: Colour Wizard



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

XP LEVEL 3/10

PLAYER

#4

Power: Ship-Builder



A rectangle near the bottom that moves left and right.

XP LEVEL 4/10

BULLETS

#5

Power: Spark Launcher



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

XP LEVEL 5/10

ENEMIES

#6

Power: Alien Spawner



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

XP LEVEL 6/10

SCORE & FONT

#7

Power: Score Keeper



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

XP LEVEL 7/10

GAME STATES

#8

Power: Mode Switcher



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

XP LEVEL 8/10

HELPERS

#9

Power: Quick Fixer



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

XP LEVEL 9/10

GAME LOOP

#10

Power: Heart-Beat



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

XP LEVEL 10/10