



Logic Building with Python

Assignment 06

Task 1: Create Background

Design your own game background using Pygame drawing tools or custom pixel art, like we did in class.

Task 2: Create Player

Draw and create your own player using shapes or pixel blocks as demonstrated in class.

Task 3: Player Movement

Write code to move your player left, right, and jump using keyboard keys.

Task 4: Create Ground Enemy

Create your own ground enemy using drawing tools, as done in class.

Task 5: Ground Enemy Movement

Make your ground enemy move from the right side of the screen toward the left.

Task 6: Create Air Enemy

Create your own flying enemy like we did in class (e.g., jet or helicopter shape).


Task 7: Air Enemy Movement

Make the air enemy fly from the right to the left at a different speed and height than the ground enemy.

Task 8: Enemy Respawn

When enemies go off the left edge of the screen, respawn them from the right to keep the game loop going.



Good luck
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Happy Coding