

Shapeshifter of Py

Shapeshifter of Py will be a game developed using both Python and Pygames. The Python language is gaining popularity, which is why developing a game to gain understanding about game design it will be an important objective of this research. The game will be in the style of Metroidvania. This style of game focuses on action-adventure as well as an exploration component as well. The game will be done in 2D, using sprites. The sprites will be acquired online through free sources and will be used for everything from the main character, enemies, bosses, and levels. Music will also be in the game as to make the game more atmospheric. The game will involve the player searching a dungeon looking for power-ups. With these power-ups the player will be able to access more of the dungeon. The power ups will allow the player to transform to gain new abilities. These abilities will allow the player to move through areas previously locked. They will also allow the player to defeat monster in the dungeon. At the end of the dungeon, the player will have to fight the final boss. After defeating him the player will have won. If the player is damaged a life bar will diminish. Once reaching zero the player will have been killed. If the player runs out of their three lives, they will have to restart from the beginning. This project will be quite ambitious, which is perfect for learning and researching the different nuances and abilities of Python.

Keywords: Metroidvania, shapeshifter