Updated Project Proposal:

I made an airplane shooting game that two players can play together. I used Pygame and Pickle to make this game. As to note the slight modification of the project, I did not use Socket and Opencv. Instead, I more focused on making the game solid and user friendly by using Pygame and adding many features into the game. Now, players can upgrade their weapons up to six different levels and choose the difficulty of the game while playing with another player. Also, there is an AI in the movement of enemies and the final boss. Also, users can store their highest scores with their name. It was done by module, Pickle.