**Proposal**

This game will both entertain and appeal visually to users, to bring an experience that will both simulate and soothe their senses. The main goal of this game is to make the planet in this world a prettier place, which is done through various ways: catching comets to plant plants, allowing comets to fall on the planet to create craters in which trees can be planted. In addition to the elements on the planet, a tentative add-on will also be the shifting of night and day, creating shadows for each element and of the planet itself. This game will also contain space objects, such as stars which all move dynamically depending on how the globe is rotated. The main character’s actions include maneuvering around the globe by pressing the left and right key, and going across the globe by pressing the up and down key, rotating the globe and all of its elements while keeping the character stationary. This will all be done using PyGame. And now opencv!