**15-112 (2016)**

**Final Project Proposal**

* **Project Description:**I will be making a shooting game called ‘Ballimination’ which is inspired by a game called ‘Bubble Trouble’ on ‘miniclip.com’. As the main character, The Balliminator, the player will have to use their gun to destroy all the balls on the screen. The level starts off with one big ball that bounces around the screen. If the player shoots it, it breaks up into smaller balls, that bounce with a different speed and path. The player has to get rid of all the consecutively smaller balls within the given time limit to pass the level. Furthermore, if they get hit by a ball, they lose a life (3 lives in total). Also, there will be a 2-player option where The Balliminator can bring his friend, The Sphere Piercer to assist him in his mission to eliminate the balls. There will also be power-ups dropped by random balls that enhance certain abilities of the characters.
* **Libraries**:  
    
  I’ll be making use of the PyGame and Tkinter libraries mostly, and possibly some other ones to aid me in certain tasks.
* **User Interface**:  
  + A menu screen with 1-player, 2-player and exit options.
  + The playing screen where the player and the ball is confined between two endpoints.
  + The player(s) will use the keyboard keys to move their characters and shoot.
* **Features to implement by first deadline:**
  + I will have made a visual interface for the Menu and playing screen of the game.
  + I will attempt to make headway on the sprite of the characters and their walking and shooting animations, as well as the path of the bullets.