# 完成一份proposal，对本学期学习的算法与游戏设计的过程与阶段性结果进行说明。可以插入图片和链接。具体说明见英文文档。注意：本作业意在帮助同学整理本学期以来的学习成果，可作为自己后续继续开发与作品集的一部分，请用心完成，不一定采用统一通用的模版来写作。

# Complete a proposal to explain the algorithm, design process and interim results of pygame and game design this semester. You can insert pictures and links. Note: This assignment is intended to help students organize their learning results so far this semester. It can be used as part of your subsequent development and portfolio. Please complete it carefully and do not necessarily use a unified and universal template to write.

# Student Name: Date:

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| **Algorithms** **for** **Game** **Design-Final** **Project** |
| 1.1  (one paragraph) introduction paragraph, brieﬂy describe the game: genre, a brief history, and what you ﬁnd compelling about the game |
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| 1.2 (one paragraph) an algorithm :describe what that algorithm accomplishes |
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| **1.3 (**3-5 more paragraphs) how the algorithm you have chosen might work in the game :pure speculation |
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