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Python 15-112

Project-Carrom Board

1. Description of the project:

A multiplayer carom board game that can also be played against the computer.

1. Libraries and features that you will be using/implementing:

PyGames, Pymunk, Tkinter (Features-Changeable coefficient of friction of the board)

1. Description of the user interface for the project

The inputs will be through mouse clicks and arrow keys will be used for changing direction. The force bar will be operated through mouse clicks as well.

1. Set of features you will implement and demo by first milestone date of November 13.:

A startup screen and a carom board game that 4 users can play (No game against the computer at this stage)