# Feasibility Report

For my project I will be using the Python programming language and Pygame as a framework for it. I will also be using pytmx.

I have chosen Python as it is a language I am very comfortable in programming in. I am able to utilise both object-orientated or functional programming, whichever I need to use. I have used Python since secondary school and used it for my GCSE NEA, which really developed my confidence and ability in the language.

One framework I considered was Panda3D. Unfortunately, I have no experience with this engine and also the creation of a 3D game would be too difficult and time consuming for the time scale available for the NEA.

As for framework, I considered Tkinter. I swiftly realised that would be a horrible mistake and would cause all sorts of pain, akin in suffering to Chinese water torture. Of course, I did not fancy this, so I have chosen Pygame instead, as it is much more suitable for any sort of graphical interface for Python, compared to Tkinter. It is also, surprisingly, much better for developing a game in Python.

I have used Pygame briefly before and have subsequently familiarised myself with many of the features of it and how to achieve them, such as collision detection and prevention, and 2D sprites. A main reason Pygame is very good is it supports writing in either object-orientated or functional programming, although I am likely to write most of it in objects as I find them more intuitive and appropriate for my project.

Count every word twice please, cheers.