Auguste Duc-Liem Kim NGUYEN

Python Project Proposal

Methodology:

1. **Game Mechanics:**
    - Develop a graphical interface for a horse racing track with a starting line, finish line, and multiple horses.
    - Randomize horse speeds to simulate real-life uncertainty and excitement during the race.
    - Implement a betting system where players can:
        - Choose a horse to bet on.
        - Specify an amount of virtual money to bet.
        - See the odds/quotas for each horse, which influence their potential payout.
2. **Betting Logic:**
    - Design a system to calculate odds dynamically (e.g., based on random generation or pre-set conditions).
    - Allow players to win or lose virtual money based on their bets and the race outcomes.
3. **Interface Design:**
    - Create a visually appealing and user-friendly interface for the game using tools such as pygame or turtle.
    - Include buttons, race animations, and on-screen updates of betting options and money balances.
4. **Outcome Tracking:**
    - Display results after each race, including the winning horse and the updated balance for the player.
    - Provide the option to reset or continue playing.
5. **Testing and Refinement:**
    - Test the game for usability and adjust the difficulty, odds calculation, and race mechanics to ensure a balanced and enjoyable experience.

Tools and Libraries:

- **Python Libraries:**
    - pygame: For creating graphical elements, animations, and event handling.
    - Optionally, turtle: For simple graphics, though pygame may be more versatile for this project.
- **Development Tools:**
    - A code editor such as Visual Studio Code or PyCharm.
    - A version control system like Git for tracking progress.

Expected Outcomes:

1. A functional horse race betting game that replicates the core aspects of real-life betting systems.
2. Improved skills in Python programming, with a focus on game development using libraries like pygame or turtle.
3. Enhanced understanding of user interface design, event-driven programming, and probability-based logic.
4. A fun and interactive project that can be shared with others for feedback and enjoyment.