

SquareX

(web based python game)

Project Team:

1. Prashant Jalan, 11523
2. Anubhav Bimbisariye, 11131

Description: This is a python based web game which utilizes pygame library for designing the game engine and graphics interface of the game. We shall use pyjs library to use the game as a java module which can be played in any browser.

Game: The game will have an array of points between which the user can click to join two points.

Multiple users shall be assigned colors. When a user creates a new line or a box, it shall be displayed in his respective colour. They shall play one after the other to put a line. In case a square is completed, the same user gets another chance. The user with most number of squares shall win the game.

Approach:

Stage One: First, we aim to build the game in python using pygame. This shall be playable through desktop/ terminal.

Stage Two: We shall create a web platform using PHP, MySQL which will have a login functionality. At most 4 players shall be able to play the game simultaneously. Colors to the players shall be assigned automatically.

Stage Three: Now we shall integrate the pygame with the web platform to enable gameplay.

Stage Four (If time permits): Extra features shall be added such as- Scoreboard, Facebook login, creating new session of game or joining existing game.