PlayPal – Project Proposal

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# 1. Introduction

PlayPal is a Python-based interactive console application that integrates multiple classic mini-games into a single platform. Designed with beginner-friendly logic and a focus on user experience, PlayPal serves as both an educational tool for Python learners and a fun casual gaming experience for all users.

# 2. Objectives

- To develop an integrated application that houses multiple well-known games.  
- To enhance understanding of Python fundamentals like loops, conditionals, lists, functions, and input/output.  
- To practice modular programming and improve code reusability.  
- To provide a fun and interactive experience for users.

# 3. Features

• Tic Tac Toe – A 2-player classic board game with intuitive input.  
• Memory Matching Game – Tests short-term memory with shuffled pairs.  
• Rock Paper Scissors – A simple game against the computer.  
• Number Guessing Game – A logic-based number guessing challenge.

# 4. Tools & Technologies

• Programming Language: Python 3.x  
• Libraries Used: random, time  
• Platform: Terminal/Command Line Interface

# 5. Deliverables

• Python source code (PlayPal.py)  
• Project proposal document  
• Final project report  
• Demonstration video (optional)

# 6. Timeline

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| Week | Milestone |
| 1 | Planning, game selection |
| 2 | Development of individual games |
| 3 | Integration and testing |
| 4 | Bug fixes, finalization |
| 5 | Documentation and submission |

# 7. Expected Outcomes

- A clean and functional multi-game console.  
- Improved programming skills in Python.  
- A fun tool that can be enhanced with more games in future.