

Project Title: *The Constant* – A Video Game Made in Python

Team Name: *Undesignated*

Team Members:

- **Sudharshan Sambathkumar** (CB.SC.U4CSE24151)
- **Abhinav Raghavendran** (CB.SC.U4CSE24103)
- **Abhijit M I** (CB.SC.U4CSE24102)

Problem Statement

The video game industry is undergoing a significant shift, with small indie developers increasingly challenging the dominance of established AAA studios. Despite the growing accessibility of game development tools, many aspiring developers are discouraged by perceived technical and financial barriers.

Proposed Solution

The Constant is a project designed to demonstrate the feasibility of game development using Python and Pygame. By showcasing the process of creating a functional game with accessible tools, we aim to encourage more individuals to explore their passion for game development.

Technologies Used

- Python
- Pygame

Innovation and Impact

While the technological innovation in this project may be minimal, its impact lies in its educational value. By illustrating the simplicity and accessibility of game development, *The Constant* aspires to inspire future developers to embark on their own creative journeys.