***15-112 Python Project Description. )\_(ZomBusters)\_(***

***Description of my project;***

I will be making a top-down zombie shooting game that is based on surviving. This game is going to be Single Player, Local and Online Multiplayer. The game is essentially one that involves us as the player, to defend themselves against the horde of Zombies that can randomly appear from any edge of the screen. Since the game is survival based, I will make it progressively harder and hence more interesting, so if you think you’re getting better at the game… you’re not.

The main incentive of the game is to set the highest score possible and along with this there are some unlockable items that can be purchased by the user to add a challenge element to the game. (These items include newer guns and shooting styles.

***User Interface of my Project;***

The interface of my project is going to be the user’s player being able to run across anywhere on the screen using the arrow keys and the pointing and shooting is done using the mouse. The second player (Local Multiplayer) will have an all keyboard layout and is essentially not a full player but has many unique features. This is the same for the third local player.

For the online multiplayer, there are going to be two full players and is only limited to two players per game.

***Libraries that I will use for my project;***

* PyGames
* Random
* Tkinter

***Features I will implement by November 13;***

* I will create a fully functional game which is runs on both Single Player and Local Multi Player.
* I will implement the Score feature for the game so anytime a high score is achieved I display it on the start screen along with the name of the person who achieved it.
* I will implement the game for at least 1 type of gun.