ITSP 2016 Project

Project Title : Sharp Shooter

Team : Binary Boys

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Aim:

To make a multiplayer server based shooting game.

Implementation:

We want to implement a basic python based survival game in which each player attempts to shoot the other player while walking through a map.

We will use pygame module to make the basic structure of the game. To make the game server based we will use Socket, a simple Python networking library.

Components Required:

At Least two working portable electronic devices which are capable of receiving information (data) in a particular form and of performing a sequence of operations in accordance with a predetermined but variable set of procedural instructions (program) to produce a result in the form of information or signals aka Laptops.

Funding :

No funding required as it is a coding based project.

Learning aspects:

1.   Python Programming
2.   Open Source development
3.   Network Communication
4.   Game Development

Timeline:

I.   First week:

Learning object oriented programming in python and how to use pygame module.

II.   Second Week:

Implementing a map for the players to move in.

III.   Third Week:

Creating the object player and completing the game except the multiplayer part.

IV.   Fourth Week:

Learning How to use Socket and adding multiplayer functionality to the game.

V.   Fifth Week:

Finding bugs and adding extra functionality to the game.

VI.   Sixth Week:

Buffer week

Working on Documentation.