Change in plan:

use an audio module to simulate channels.(maybe pygame or pyaudio)

need more time to do then artworks and animation(people moving)

store image samples of different part of the body(hair, face, body), randomly choose am image when the person is spawned.

a new function called spawn, which spawn the new people object outside the dance floor

pre-determine the final location of the person(randomly), when the person reaches the final location, change its state into “dance”