Heath Aaron Lovell

ENGR 133-003

Individual Project Proposal

For the individual project, I will be using Python. In Python, I will be making a soccer game that uses the user’s input to determine what will happen. The program will open up a window using ‘tkinter’ and have four main sections: team name, pass, shoot, corner kick. The user will be able to choose any team from the English Premier League. The user will then have the chance to pass the ball, either short or long, and the pass will either be completed or not, based on whether it is short or long, and a random number. Once the user shoots, the more passes that the user has will determine the chances of scoring. The corner kick will be after a shot is missed, and it will consider the passes as well.

