

Badminton Game

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My project is going to be a badminton game in python. It will be two dimensional and it will include an option to play against a bot or to play with two players locally. My game will implement physical elements such as gravity and velocity in a specific direction after objects collide with one another. The game will also include a meter where the player can charge for their ultimate, which will be a move that cannot be blocked by their adversary, a guaranteed point. I will make use of libraries such as pygame and Tkinter. User interface will be a two dimensional movement scheme with a background picture that gives a three dimensional room feel to the game. I will add multiple backgrounds that the player can choose from. The game should run at 60fps at, which will look smooth to the player. By November 12th, I plan to be done with the two players option, enabling two players to play the game on the same PC. This will be possible by mapping moves the players can do to keys on the keyboard which allow players to make this move. By November 23rd, I plan to be done with perfecting the bot, implementing AI into it. Bots will have difficulties which the player can choose from, allowing different intensities of competition.