# Game development with Python

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Central problem, solution & our goals

▶ Is it possible to use a high-level programming language that is not very common for games for the purpose of developing a simple game?

▶ **Solution with Python** (= mainly used as scripting language)

▶ Goal: modified version of the classic game Pacman

▶ Implementation:

 ▶ Using cocos2D, an open source framework for game development cross-platform games and apps

 ▶ Making it possible to play the game in a multiplayer mode

https://www.gamecupid.com/games/pacman
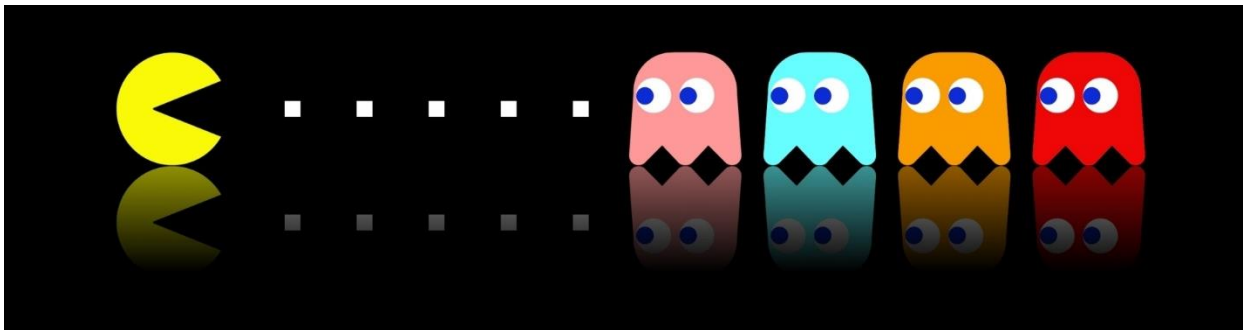
Steps

- Research concerning cocos2D, multiplayer possibilities
- Operating system requirements :P
- Designing a paper prototype
- Programming & designing the game
- Final result: game