Our topic is game development with python. The central question of our project will be the following: Is it possible to use a high-level programming language for the purpose of developing a simple game?

To answer the question, we will try to use python –that is mainly used as scripting language – to implement a modified version of the classic game Pacman. To achieve this goal, we intent use cocos2D, an open source framework for game development cross-platform games and apps. The aim is not only programming the game, but also making it possible to play it in a multiplayer mode.