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HATman

Project Work 1

ITM14

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# Previously on HATman (allgemeine Zusammenfassung, noch überarbeiten, bla)

The purpose of our project was to show if it is possible to use a higher programming language (Python, to be specific) can be used to write a simple multiplayer game with 2D graphic. We planned to re-implement the classic game pacman. In our version – called HATman – it should be possible to play not only the HATman itself, but also the ghosts.

Our first attempt was to use the framework Cocos2D. We managed to make the game playable, but had problems when it came to implementing the multiplayer mode. We found a lot of frameworks that provided the functionality we needed, but unfortunately they were all written in Python 2 and therefore not 100% compatible with Python 3.

This is why we discarded our first attempt and started all over. This time we intended to use the framework Arianne.

//Todo: Allgemeines Zeug über Cocos2D schreiben

//Todo: Allgemeines Zeug über Arianne schreiben

//Todo: Sturkturierung

//Todo: Screenshots einfügen

//Todo: Anjas gefailtes Englisch verbessern

# Introduction

# Approach

## Cocos2D

## Arianne

# Conclusion