***Project Proposal Jae Hyung Kang***

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15-112 Section B

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**Description:** My term project will be a remake of the online flash game Boxhead. Boxhead is a simple game in which a player or two players (there is a multiplayer mode) navigate around a limited map of any sort and use different weapons to eliminate a certain amount of zombies that appear at each level. As the levels progress, the numbers of zombies increase and also new types of powerful zombies and new weapons for the player appear every few levels. If possible, I was considering adding in a level editor that will be accessible in the start screen by the player so that the player can create and/or edit his or her own levels into the game to play.

**Modules:** I don’t believe I will have to use any modules outside of Tkinter and the normal stuff (math, time, random etc.) for this project. Most of the graphics and animation can be done in simple Tkinter and I plan on coding this project with Tkinter.

**How I plan to do this project:** There will be several levels of difficulties of the ‘AI’ which will basically just mean that the zombies will be larger in number and increase by larger increments every level. Putting in different maps and levels will be simple enough and players will be able to choose from which map they would like to play on.

I will write most of the code for this project utilizing Object Oriented Programming(OOP) because I think that this project can be organized in such a way where classes and subclasses will be very useful. For example, Boxhead will be the class that will basically instance of all these classes and there will be a Zombie class and a Player1 or Player2 class that will have subclasses within themselves. And I will also be using eventBasedAnimationClass.py as my basis for solving the problem.