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Comprehensive Analysis

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After carefully following for pygame tutorials on Youtube, I found pygame as a very powerful tool to build the Risk board game

Pros:

1. Surface:

Pygame's image processing ability is much better comparing to Tkinter.

In all these game stages (described in project proposal and story board), there are two features that I will be using extensively: Button function, and text objects. Pygame provides very convenient way to draw and update the buttons such as creating hover effect unlike Tkinter.

2. Events

Pygame's event feature also makes it a lot easier to process mousepress and keypresses

3. Easy to understand

Pygame is rather easy to pick up. This should allow me to focus more on OOPs since the graphic interface part is a lot easier to use than Tkinter.

Cons:

1. No pre-set colors: In pygame, we have to define colors ahead of time. This is very inconvenient
2. It is very easy to lose track with big chunk of code when using pygame. To prevent this, I have to use OOP extensively. This is a con for me personally because I am not particularly adroit at OOPs as much as I am in other fields of programming. I might run into problem when cooperating different objects I have created.

Advantage over other similar game:

Personally, I am a huge fan of the Avatar series. So to my fellow Avatar lovers, this game is more exciting because of the avatar theme. Another advantage is the user interface I created. I really like the button feature I made (changing color when a mouse is hovering over it), and possible other more advanced feature if I have the time to. I really look forward to the interface playing an important part of the game experience. If I could somehow think of an idea to save a game, that will make it even better. As of now, I do not have anything in mind on how to do it.