Why do the audience care?

What problem are we trying to solve?

How did you go about solving the problem?

What is the answer?

How is your answer going to change the world?

People around the world grow tired of playing their single-player games over and over again, as there is only so much a single person can do within these video game. As an alternative, our group decided to combine networking and pygame in python to create a strategy game that would allow multiplayer. The first thing our group decided to do was to set up a network connection, therefore allowing multiplayer through multiple computers. Once we achieved this, we started working on the game files, creating sprites and screens, and then programming them to all interact with one another.