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EEE 202: Computer Programming II Project  
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# Product Documentation

Grid Duel (ft. Python's Playground) . Simple Computer Game with GUI.

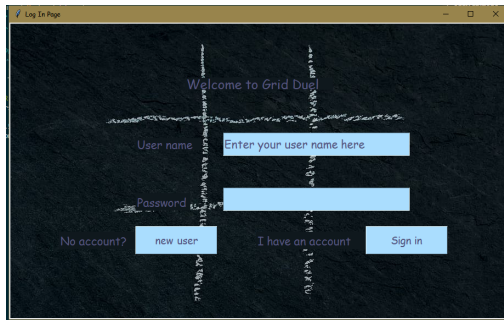
## Introduction

The following is our description of the project, having reached completion.

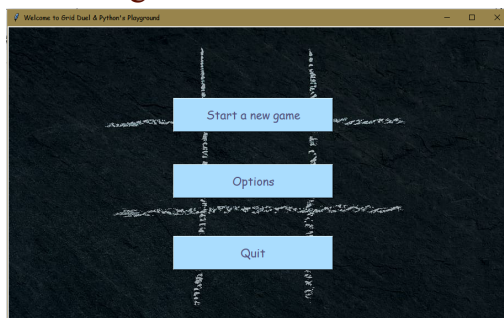
## Usage.

The Project's UI is shown below:

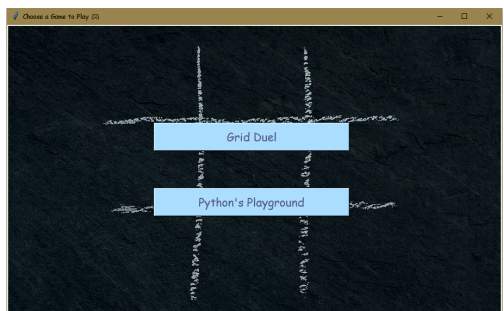
### 1. Sign In page



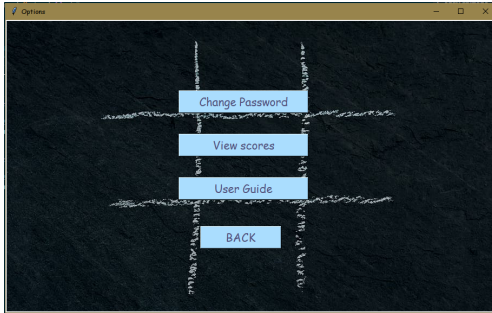
### 2. Home Page



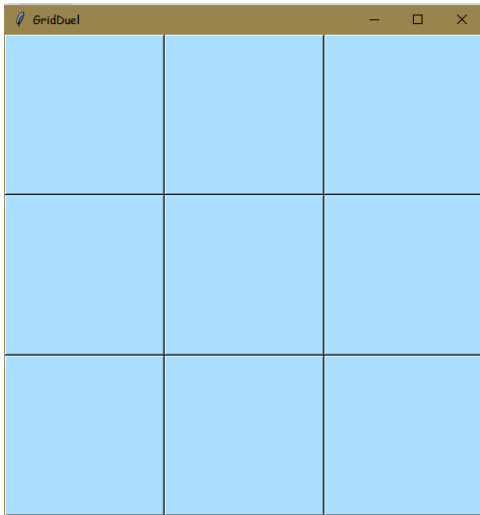
### 3. Choose a Game page.



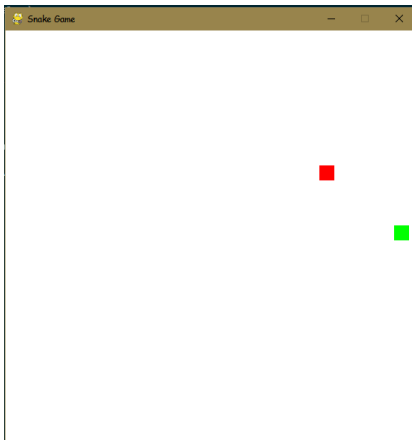
#### 4. Options Page.



#### 5. Grid Duel.



#### 6. Python's Playground.



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## Code Base.

Our project consists of the following modules:

1. maingui.py --> This script. initializes the first window instance
2. v1log\_in.py --> Contains the Class 'LogIn', that defines the Login page
3. v2game\_home.py --> Contains the Class 'GameHome' that defines the Home page
4. v3start\_game.py --> Contains the Class 'StartGame' that defines the Choose-a-game page
5. v4game\_grid.py --> Contains the Class 'GridDuel' that defines game 1 : Grid Duel
6. snake2.py --> Contains functions that define game 2 : Python's Playground
7. v5options.py --> Contains the Class 'Options' that defines the Options Page

Our Project contains the following assets:

1. wallpaper1.png --> The image file used as the window background in Log in, Home, Choose-a-game and Options pages
2. UserDatabase.db --> The database containing our user credentials, i.e the names and passwords
3. scoreDatabase.db --> The database that stores the wins and draws everytime game 1 (Grid duel) is ran

Find the All the Source Code for our Project at the repository linked below:

[EEE 202: Computer Programming II Project](#)