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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.

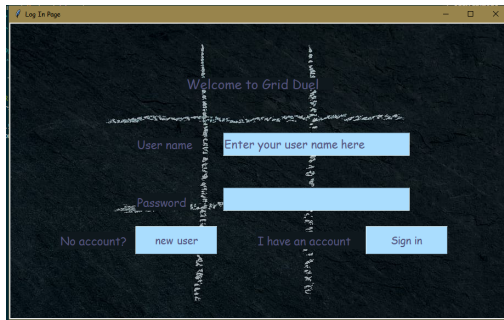
## Introduction

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

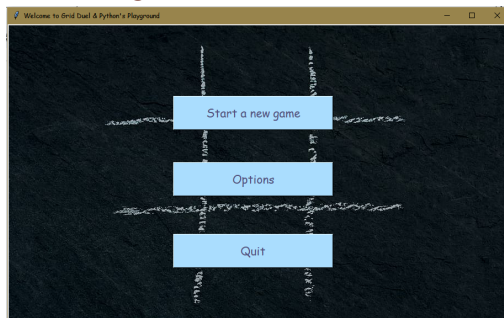
## Usage.

The Project's UI is shown below:

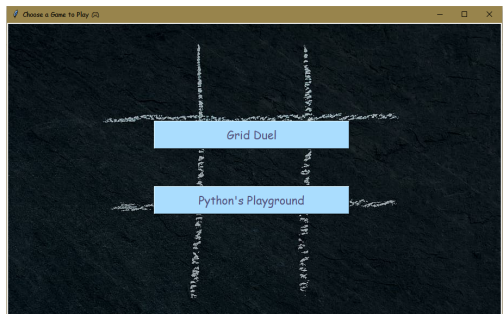
### 1. Sign In page



### 2. Home Page

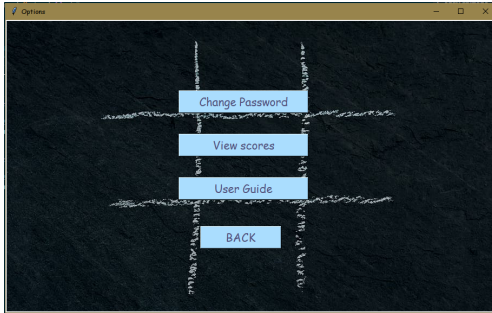


### 3. Choose a Game page.

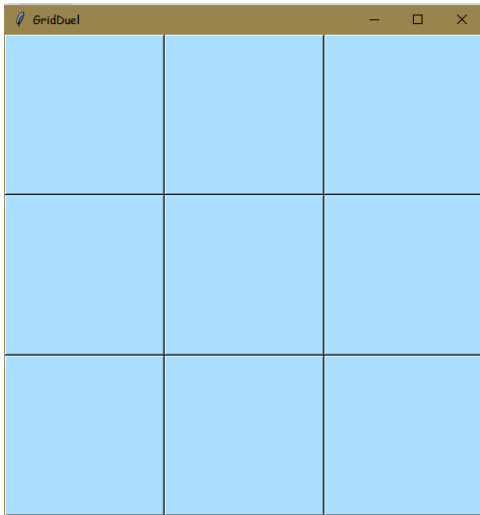


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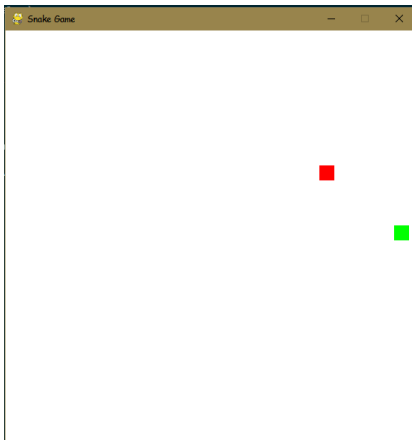
#### 4. Options Page.



#### 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:

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